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ONIMUSHA 3™

DEMON SIEGE

OFFICIAL STRATEGY GUIDE

447348

This game has received the following rating from the ESRB:

MATURE 17+

M

CONTENT RATED BY ESRB

COVERS PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

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Onimusha™ 3: Demon Siege Official Strategy Guide

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PROLOGUE

In the year 1560, the country of Japan was submerged in an era of feudal war between competing provinces. Historically this is known as the Sengoku Jidai, the "Age of the Country at War." During this chaotic period, one young warrior chose to rise up and challenge the might of the long-established Ashikaga shogunate who would not grant him the power he craved. The brutal warlord Nobunaga Oda created an immense army from untrained peasants and common foot soldiers, educated them in the use of long spears and firearms, and set upon the total domination of the Japanese empire. Even the extremely gifted warriors known as samurai, whom had served their Daimyo masters faithfully for a dozen generations, could not withstand Nobunaga's overwhelming numbers in spite of their superior combat abilities. Sporting the moniker "Rule the Empire by Force" on his noble seal, Nobunaga led the Oda armies across Japan, conquering one feudal lord after another. A traditional way of life was dying out in Japan, and a far darker age of forced unification was just over the horizon.

Advancing upon Okehazama, Oda's armies easily overtake the smaller combined forces of Daimyo Sueneaga, Yoshimoto Imagawa, and Dosan Saito. But during the battle, Nobunaga was fatally wounded by a stray arrow and fell dead on the battlefield. The feudal lords in the countryside breathed a sigh of relief as the Oda army disintegrated into chaos without their master.

Yet Nobunaga's plans were only derailed momentarily. A young samurai named Samanosuke Akechi, who was involved at the battle of Okehazama, received a letter of distress from Princess Yuke of Saito clan that her family was under attack at Inabayama Castle. Samanosuke raced to the castle, but was too late to save the princess. She was abducted by evil demons called "Genma" that were intent on taking over Inabayama. Fatally wounded by the attack of a powerful Genma, the samurai found himself in another dimension. There, the spirits of the Oni clan, who were defeated by the demons long ago, bestowed Samanosuke with their magic powers, in the form of a soul-absorbing gauntlet. By absorbing the Genma's souls, Samanosuke would become powerful enough to defeat the demons and thwart their evil plans.

Samanosuke fought the demons and penetrated the depths of Inabayama castle to find out what was occurring there. Encountering the demonic genius Guildenstern, Samanosuke learned that Nobunaga had made a pact with the demon clan to be restored to life, and that he was now returning to full strength and amassing an army of undead warriors returned from the grave. Through Nobunaga's brilliant military strategy, the Genma would take over Japan and then the entire world.

Hacking and slashing his way through Guildenstern's evil minions, Samanosuke found three ancient orbs which carried the powers of the Oni, and used the power

of the magic weapons to defeat the evil goddess Hecuba. But not before she brought the gate of the Phantom Realm into existence in the mortal world, so that the Demon King and his legions might penetrate and conquer our reality. Entering the realm of the demons, Samanosuke found the ultimate demon-slaying sword of Bishamon, the Japanese god who subverted the demon clan in the Ancient Times. With this weapon, Samanosuke confronted the Demon King Fortinbras and freed Princess Yuke. It was at that very moment that Nobunaga entered the Phantom Realm to seal his pact with the demons, and saw that Samanosuke Akechi had accomplished what no one thought was possible: The samurai had slain the immortal Fortinbras, and the demon clan was ruined.

Yet Samanosuke disappeared that day, and wasn't seen again for ten long years. During that time, Nobunaga rose in power. Establishing an empire of evil, commanding his legions from occupied Inabayama, Nobunaga renamed the castle Gifu under his rule. Rebuilding his army with demon soldiers, Oda became unstoppable as he blazed a path across Japan. Village after village fell under his evil might. Oda slew anyone who could possibly oppose his demonic rule, anyone who might become the next Onimusha...

Learning of the ancient connection between the Oni clan and the Yagyu clan of Mino province, Nobunaga returned to the lands where Samanosuke defeated the demon clan. With ruthless efficiency, his forces massacred everyone in Yagyu Village. Jubei, a young warrior of the Yagyu clan, raced home from his extended samurai training in the northern mountains. But Jubei was too late to save his friends and loved ones. Enraged, the samurai swore an oath of revenge to defeat Nobunaga's forces and the evil Genma clan.

A strange voice echoed through the forests, calling out to Jubei. Following the summons, Jubei encountered Takajo, an immortal goddess of the Oni clan. She revealed that he was half Oni, and endowed him with an Oni Gauntlet similar to Samanosuke's. She charged him with finding five Oni Orbs that would give him the power required to defeat Nobunaga.

Jubei continued his quest in the nearby mining town of Imasho. He allied himself with three noble warriors and encountered the mysterious and beautiful woman warrior Oyu, who said little and headed for the mines outside town. Following Oyu to the Imasho mines, Jubei found the tunnels invaded by the Genma. After rescuing several miners and penetrating the caves to their depths, Jubei discovered some kind of warp device that transported him to Castle Gifu.

At Gifu, Jubei rescued Oyu from the greedy clutches of Tokichiro Kinoshita. This devious agent of Nobunaga immediately recognized the samurai of the Yagyu clan. Thinking that Jubei should have been wiped out with the others, he was overwhelmed with fear. Tokichiro fled to report to Nobunaga immediately.

Returning to Imasho, Jubei encountered the devious and cunning demon Jujudorma, who vowed to punish Takajo for her interference. Pursuing the hideously ugly demon to his former village's ruins, Jubei is too late to prevent Jujudorma from slaying Takajo. The Oni Goddess revealed that she was Jubei's true mother, and that he had the power to defeat Nobunaga and the Genma clan. With Takajo's ring, Jubei was able to unseal the path through the forgotten realm of the Fog Valley.

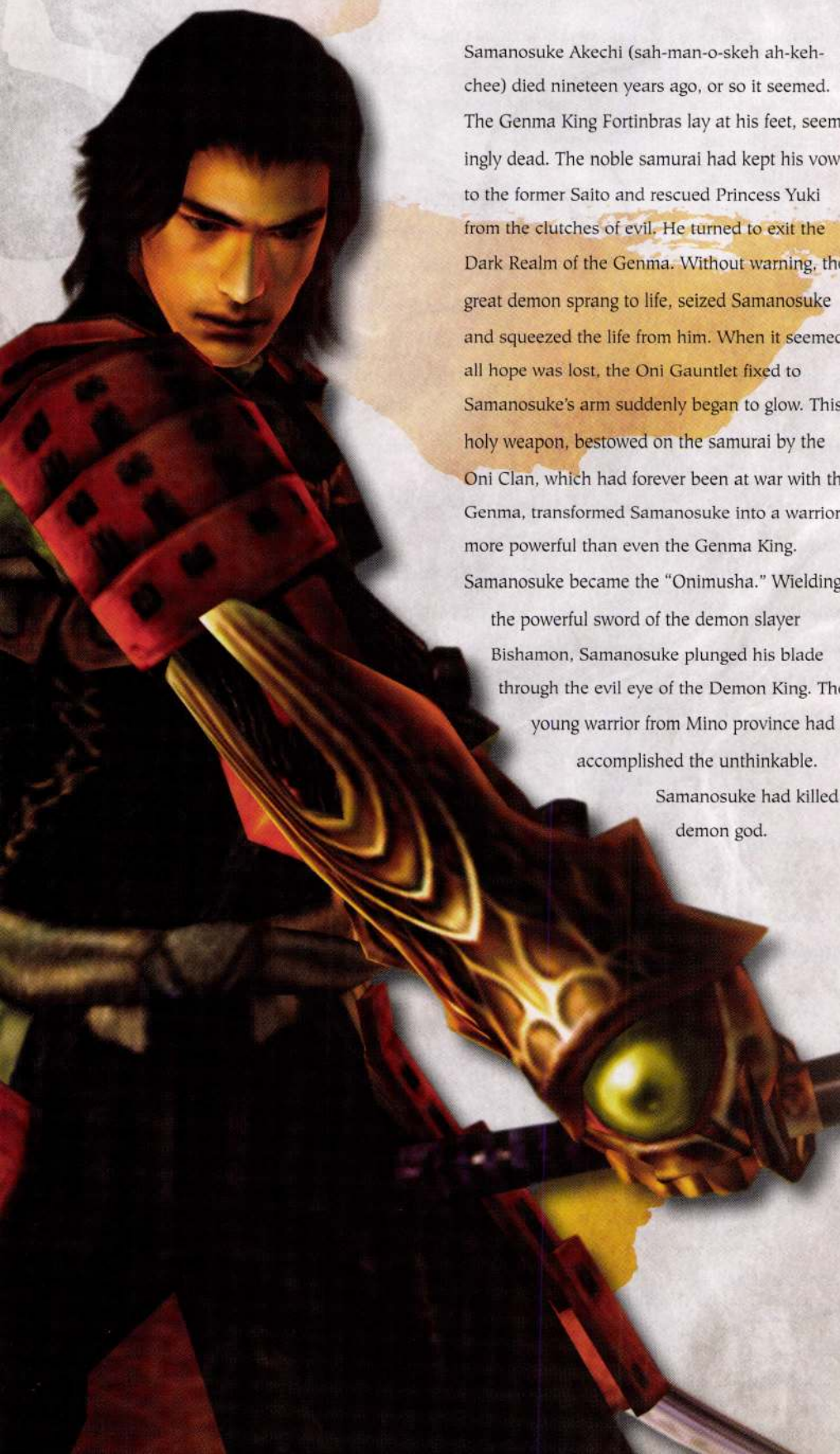
Beyond the Fog Valley, an Oni machine transported Jubei across the sea to the mysterious island called "Oni Sacred Place." Deep within this ancient temple, he stepped into the first of a series of portals that eventually allowed him to reach the hidden chambers deep under the island. Jubei discovered an ancient flying device built by the Oni clan, called the Oni Tortoise. Unfortunately, Tokichiro secretly followed Jubei and stole the flying machine so that the Genma could use it to take over the world. Jubei and Oyu quickly used an Oni airplane to fly to the Oni Tortoise, and they ejected Tokichiro from the craft.

Unable to pilot the mechanically advanced Oni Tortoise, Jubei and Oyu were forced to jump just as the flying machine crashed into the upper levels of Castle Gifu. Jubei penetrated Nobunaga's demon base, which floated over the castle. Within the upper chamber, the samurai finally confronted Nobunaga. Unfortunately the warlord had just transferred the last of his energies into an enormous golden statue that would be undefeatable. Although Jubei was able to slay Nobunaga even in his demon form, the warlord's death triggered the activation of the statue. Forced into a corner, Jubei used the five Oni orbs to transform into the Onimusha. In this powerful state, Jubei defeated the golden evil statue and ended the reign of the Genma.

Though defeated, Nobunaga swears that he will return. And after several years, the brutal warlord makes good on that promise. The Genma clan rises to the size of an army, and their war machines trample the land. But all hope is not lost. Mitsuhide Akechi, previously forced to swear loyalty to Nobunaga, has rebelled. His treason has crippled Nobunaga's regime from within. With access to the grounds of Nobunaga's headquarters at Honnoji Temple, Mitsuhide marshals his forces and prepares for the final onslaught. Normally, the humans would not have much chance against the supernatural Genma. But Mitsuhide possesses a powerful weapon against Nobunaga's brood, for his nephew Samanosuke has returned from the void at this dark hour of crisis. Still bearing the powerful gauntlet bestowed on him by the Oni clan, Samanosuke must use his powerful magic weapons to defeat the Genma and their ruthless lord, Nobunaga. But even after so many long years of slaying hordes of demons, as well as the former demon king Fortinbras, is it possible that Samanosuke is still not ready to face Nobunaga?

CHARACTERS

HIDEMITSU SAMANOSUKE AKECHI



Samanosuke Akechi (sah-man-o-skeh ah-keh-chee) died nineteen years ago, or so it seemed. The Genma King Fortinbras lay at his feet, seemingly dead. The noble samurai had kept his vow to the former Saito and rescued Princess Yuki from the clutches of evil. He turned to exit the Dark Realm of the Genma. Without warning, the great demon sprang to life, seized Samanosuke and squeezed the life from him. When it seemed all hope was lost, the Oni Gauntlet fixed to Samanosuke's arm suddenly began to glow. This holy weapon, bestowed on the samurai by the Oni Clan, which had forever been at war with the Genma, transformed Samanosuke into a warrior more powerful than even the Genma King. Samanosuke became the "Onimusha." Wielding the powerful sword of the demon slayer Bishamon, Samanosuke plunged his blade through the evil eye of the Demon King. The young warrior from Mino province had accomplished the unthinkable. Samanosuke had killed a demon god.

What happened afterward was a mystery. Samanosuke Akechi disappeared that day, and could not be found anywhere within all the lands. Nineteen years passed, and a new Genma King arose. Resurrected by the demons and fed on Genma blood, Nobunaga Oda is the new lord of the demon clan. His formerly loyal vassal, Mitsuhide Akechi, has disobeyed orders to march with Hashiba Hideyoshi to conquer the Mori in the west. Mitsuhide instead turns on Nobunaga, and surprise attacks him at Honnoji Temple. Nobunaga calls for aid from a massive Genma tank unit led by the undefeated demon sword master, Gargant. However, a lone samurai destroys the tank unit. This warrior wielding the magic weapons of the Oni defeats Gargant. Samanosuke Akechi has rejoined the struggle against the Genma.

Samanosuke offers no explanation as to his whereabouts for the last nineteen years. Perhaps he has been trapped in the Dark Realm, or perhaps he has been fighting Genma in foreign lands. After nineteen years Samanosuke should be approaching his fifties, and yet he does not look a day over 23. Regardless, Samanosuke has returned to defeat the Genma and their evil lord Nobunaga. After single-handedly destroying the entire Genma tank unit, Samanosuke returns to Honnoji Temple and rejoins his uncle Mitsuhide in the ultimate struggle of good versus evil.

Samanosuke's Attack Actions

NAME	COMMAND
Normal Attack	■ (Input # times for complete attack sequence: # depends on weapon used)
Thrust	Up + ■
Slash Lift	Up + ■ (Works only at close range to locked enemy)
Running Slash	■ while running
Finishing Stab	■ when next to downed enemy
Roundhouse Kick	Down + ■
Charge Weapon	Hold R1 or ■ tightly
Archery	R1 + ✕ (Fires when ✕ is released, or after 2 seconds)
Ten Slash	As Thrust attack connects, press ■ with proper timing
Critical	■ just before enemy attack hits
Chain Critical	After scoring a Critical, press ■ again before flash fades
Deflect Critical	■ after deflecting enemy attack, while sword rings
Guard	L1
Magic Attack	△ while Oni weapon is equipped

Normal Attack

■

Press ■ to attack the nearest enemy in front of Samanosuke with the equipped weapon. Press ■ in succession and Samanosuke executes a stylized series of three or four attacks, depending on the weapon equipped. While Normal Attacks are understandably the weakest available, the wide and sweeping motions allow for greater crowd control. Hold R1 while pressing ■ to lock onto a single foe.

Thrust

HOLD R1 (OPTIONAL), PRESS UP ON D-PAD + ■

Standing at medium range away from an enemy, press Up on the D-pad and ■ simultaneously. Samanosuke stretches outward and stabs the closest enemy. For greater success in performing this move, hold R1 to lock onto the enemy, and then press the other buttons. The Thrust is not a powerful move, but it allows Samanosuke to damage an enemy and cause it to stagger.

Slash Lift

HOLD R1 (OPTIONAL), PRESS UP ON D-PAD + PRESS ■

When standing extremely close to an enemy, just inches away, press the D-pad up and press ■ simultaneously to perform a Slash Lift. Samanosuke delivers an uppercut so strong it lifts the enemy off its feet and throws it to the ground. The Slash Lift is easier to trigger by using the D-pad instead of the Left Analog Stick, and it will occur more often if you hold R1 to lock onto the foe. The Slash Lift is an essential move, because you can incapacitate many enemies in a group and reduce the number of active foes.

Running Slash

AFTER RUNNING FIVE OR MORE STEPS TOWARD AN ENEMY, PRESS ■

Like the Slash Lift, this attack is another effective means of knocking an enemy into the dirt immediately. While the affected enemy is momentarily unconscious on the ground, you may apply a finishing move or deal with other foes.

Finishing Stab

STANDING OVER A DOWNED ENEMY, PRESS ■

When an enemy has fallen to the ground after suffering numerous attacks, a Slash Lift or a Running Slash, stand over its prone body and press ■ to finish it off. Samanosuke impales it with his blade, then flecks the blood onto the ground. The Finishing Stab is the perfect compliment to the Slash Lift and Running Slash moves, making it possible to kill almost any foe in just two attacks.

Roundhouse Kick

D-PAD DOWN, PRESS ○

The Roundhouse Kick is another effective means of knocking an enemy to the floor immediately. This move is too hard to trigger using the Left Analog Stick, so always use the D-pad to execute a kick. The Roundhouse Kick may knock an enemy directly to the ground, or it may even send it flying backward, knocking down other foes in the process.

Charge Weapon

HOLD R1 OR ○ TIGHTLY

The buttons of the PlayStation 2 controller are pressure-sensitive. When depressed tightly, the game registers the input and Samanosuke's weapon begins to glow. If the Oni Gauntlet is level 2 or level 3, then a weapon can be charged two or three levels, respectively. The attack performed depends on the button pressed. If ○ is held until the weapon glows, then you can execute a sequence of attacks similar to Normal Attacks with a charged weapon. However, if R1 is held to charge the weapon, press ○ when ready to unleash a powerful slash that inflicts triple the normal amount of damage. Use the first method when dealing with a crowd, and use the second when dealing with oversized Genma. Samanosuke's first set of weapons from *Onimusha: Warlords* cannot be charged. This includes the Raizan, Enryuu, and Shippuu. Only new weapons Samanosuke gains while time traveling to present day France can be charged.

Archery

HOLD R1, PRESS ✕

When arrows are equipped, Samanosuke can draw his bow and fire a shot at an elevated, airborne, or ground level enemy. Hold R1 and press ✕ to draw an arrow across the bow. Samanosuke automatically aims at an airborne or elevated foe. Release ✕ to fire. If you hold ✕ longer, Samanosuke will switch aim to target ground level enemies.

Ten Slash

PERFORM THRUST, PRESS ○ AGAIN AT POINT OF CONTACT

The Ten Slash is a powerful move that's useful in defeating most enemies, but it requires practice and timing worthy of a samurai. To execute a Ten Slash, you must first perform a Thrust move against an enemy, as described previously. At the instant the point of the blade connects with the enemy, press ○ again to attack with a Ten Slash. Mastering this maneuver is something to be proud of, and it is also the subject of a training session. However, it has few practical combat uses, except that you can defeat an enemy with fewer attacks. Ten Slashes can be chained together by continuously pressing ○ at the instant of each contact.

Critical

○ AT THE MOMENT OF ENEMY ATTACK

With a samurai's timing, strike a foe at the moment it attacks to score a Critical. A Critical hit kills one or more enemies instantaneously. With graphic violence mode set to "high" in the Options menu, a Critical hit chops an enemy in half. The entire screen flashes brightly. In your first game, Criticals may occur accidentally. Only by carefully studying the patterns of enemies and striking at an exact moment will you learn the art of inflicting Critical hits at your leisure.

Chain Critical

○ AT THE MOMENT OF CRITICAL

During a Critical hit, press ○ again before the flash has faded from the screen to execute a Chain Critical on another foe. The subsequent victim must be positioned within three meters to perform the Chain Critical. With the proper practice and timing, you can develop enough skill to slay an entire room full of enemies in a series of flashes.

Deflect Critical

L1 AT THE MOMENT OF ATTACK, ○ AT THE MOMENT OF DEFLECTION

Another method of incurring a one-flash kill is by counterattacking at the moment an enemy's blade bounces off your guard. To trigger a Deflect Critical, raise your guard at the moment the enemy attacks. Deflecting the blow, press ○ while Samanosuke's sword is still ringing with sound. The Deflect Critical can also be used to trigger Chain Criticals.

Guard

L1

Hold L1 to deflect enemy attacks. Depending on the strength of the attack, Samanosuke may not be able to maintain his stance under the impact. Release L1 and press it again to reaffirm your guard. Certain oversized Genma and boss enemies perform attacks against which Samanosuke cannot defend. Read the Genma chapter of this guide for more details.

Magic Attack

△

When enough magic power is available in the power gauge, press △ to execute a Magic Attack. Samanosuke unleashes the power of the Oni weapon and calls upon an elemental force to defeat an enemy. Reference the Weapons and Armor chapter for details on the magic powers of each Oni blade.

JACQUES BLANC

Jacques has endured his share of life struggles. A member of Paris' toughest crime unit, he has seen plenty of bad days. Then one day, his whole world collapsed when his wife died in a tragic car accident. Only the love of his son Henri carried him through the tough times. Recently, Jacques has been able to pick up the pieces and resume a normal life. He is engaged to marry fellow police officer Michelle Obear, but Henri doesn't approve.

While Jacques attempts to sort out the intricacies of his personal life, demons suddenly appear in downtown Paris and begin slaughtering innocent civilians. Rushing to the scene, Jacques encounters the misplaced samurai, Samanosuke Akechi. Before the two can overcome the language barrier, Jacques is caught in a time rift and transported to Japan in the year 1580, during the height of Nobunaga Oda's regime. In the forest he encounters an Oni chieftain, who grants him an Oni Gauntlet like Samanosuke's and charges him with the task of defeating the Genma and their lord, Nobunaga. The only way Jacques can return to his own time and make sure Michelle and Henri are safe is by carrying out the wishes of the Oni.

Jacques's Attack Actions

Name	Command
Normal Attack	■ (Input # times for complete attack sequence: # depends on weapon used)
Thrust	Up + ■
Slash Lift	Up + ■ (Works only at close range to locked enemy)
Running Slash	■ while running
Final Shot	■ when next to downed enemy
Kick	Down + ■
Vertical Slash	■ when locked enemy is high above, or R1 + ✕ (unless Firefly is present)
Charge Weapon	Hold R1 or ■ tightly
Oni Bind	■ when weapon charged
Oni Bind Shoot	■ after successful Oni Bind
Oni Bind Throw	Up or Down + ■ after successful Oni Bind
Oni Bind Kick	✕ after successful Oni Bind
Oni Bind Bind	△ after successful Oni Bind
Firefly Jump	R1 + ✕ near Oni Firefly (when color changes)
Firefly Leap Slash	Descending from Firefly Jump, occurs automatically if enemy is near
Throw Object	R1 + ✕ when near a throwing object
Critical	■ just before enemy attack hits
Chain Critical	After scoring a Critical, press ■ again before flash fades
Deflect Critical	■ after deflecting enemy attack, while sword rings
Guard	L1
Magic Attack	△ while Oni weapon is equipped

Normal Attack

■

Press ■ in rapid succession to make Jacques execute a stylish set of attacks. Depending on the weapon equipped, Jacques combines typical blade slashes with flailing maneuvers, as each of his weapons segments and extends to become a whip. Normal Attacks are weak, but they're effective at controlling large numbers of enemies simultaneously.

Thrust

HOLD R1 (OPTIONAL), PRESS UP ON D-PAD + ■

Standing at medium range from an enemy, press up on the D-pad and ■ simultaneously. Jacques extends the whip directly forward and stabs the closest enemy. For greater success in performing this move, hold R1 to lock onto the enemy, and then press the other buttons. The Thrust is not a powerful move, but it usually causes an enemy to stagger off balance.

Slash Lift

HOLD R1 (OPTIONAL), PRESS UP ON D-PAD + ■

When standing extremely close to an enemy, just inches away, press the D-pad up and press ■ simultaneously to perform a Slash Lift. Jacques delivers an uppercut so strong it lifts the enemy off its feet and throws it to the ground. The Slash Lift is easier to trigger by using the D-pad instead of the Left Analog Stick, and it will occur more often if you hold R1 to lock onto the foe. The Slash Lift is an essential move, because you can incapacitate many enemies in a group and reduce the number of active foes.

Running Slash

AFTER RUNNING FIVE OR MORE STEPS TOWARD AN ENEMY, PRESS ■

Like the Slash Lift, this attack is another effective means of knocking an enemy into the dirt immediately. While the affected enemy is momentarily unconscious on the ground, you can apply a finishing move or deal with other foes.

Final Shot

STANDING OVER A DOWNED ENEMY, PRESS ■

When an enemy has fallen to the ground after suffering numerous attacks, a Slash Lift, or a Running Slash, stand over its prone body and press ■ to finish it off. Jacques pins the foe under his heel, draws a gun and executes the monster in modern style. Final Shot is the perfect compliment to the Slash Lift and Running Slash moves, allowing Jacques to kill almost any foe with just two attacks.

Kick

D-PAD DOWN, PRESS ■

This move is too hard to trigger using the Left Analog Stick, so always use the D-pad to execute a kick. Jacques's kick is weaker than Samanosuke's, and may not knock an enemy immediately to the ground. However, by performing Kicks in rapid succession, Jacques can perform an entire three-kick combination that will floor most opponents and inflict serious damage.

Vertical Slash

HOLD R1, PRESS ■ OR ✕

Flying Bhaza enemies and Archers perched on high can be taken down with Jacques's Vertical Slash move. Hold R1 and press ✕. Ako automatically moves to a raised or flying opponent, and Jacques extends the whip at an upward angle to strike the target. While this move can also be performed with the ■ button, aiming is manual and not as easy.

Charge Weapon

HOLD R1 OR ▣ TIGHTLY

When you hold the pressure-sensitive PlayStation 2 controller buttons tightly, the game registers the input and Jacques's whip begins to glow. If the Oni Gauntlet is level 2 or level 3, then a whip can be charged two or three times, respectively. If you hold ▣ to charge the weapon, press ▣ again to perform a charged attack. A charged attack inflicts roughly double or triple damage compared to a normal attack. If you hold R1 to charge the weapon, press ▣ to grab and hold an enemy with the whip in an Oni Bind. Once an enemy is ensnared, you can then execute any of the following Oni Bind attacks. Also, if you charge the weapon by holding R1 and then press ✕, Jacques whips the sword and then thrusts outward.

Oni Bind

CHARGE WEAPON, PRESS AND HOLD ▣

Jacques can ensnare and hold enemies with the whip. Charge the weapon by holding R1, move to a position at medium range from the target, and then press ▣ to grab the enemy. Once a foe is ensnared, you can perform any of the following Oni Bind attacks. Jacques cannot grab Bhazas, Gyarans, Dark Puppets and Foboras, Genma plants, Ouijas, Babian and Gajimaro.

Oni Bind Shoot

ONI BIND AN ENEMY, PRESS ▣

After capturing a foe in an Oni Bind, press the ▣ button to shoot it. Tap the ▣ button repeatedly to shoot it in rapid-fire succession. The Oni Bind Shoot inflicts medium amounts of damage to foes, and usually frees red souls from enemies. If you shoot an enemy only once or twice, you can still throw it or press △ to damage it with magic.

Oni Bind Throw

ONI BIND AN ENEMY, PRESS UP OR DOWN

After encircling a foe with the charged whip, press Up to throw the enemy forward or Down to throw the enemy behind Jacques. Throwing enemies inflicts heavy amounts of damage. At a level 1 charge, Jacques cannot lift foes that are taller than normal size, such as Fugaku, Gacha, and Dordo enemies. But if the Oni Gauntlet is at level 2 or 3, you can charge your weapon high enough to throw even these monsters. Boss enemies can never be thrown. Strike other foes when throwing an enemy, and they will also suffer damage. They may even fall unconscious.

Oni Bind Kick

ONI BIND AN ENEMY, PRESS ✕

After grabbing an enemy with the charged whip, press ✕ to perform a rush kick. This is an extremely weak attack, and probably won't knock an enemy to the ground on its own. To make an Oni Bind Kick more effective, grab the foe and then shoot it once or twice before kicking it.

Oni Bind Bind

ONI BIND AN ENEMY, PRESS △

While an enemy is held in an Oni Bind, press △ to send a small amount of magic power along the whip to the foe. This inflicts a severe amount of damage and renders the enemy unconscious. This move consumes a small amount of magic power. As the level of the Oni weapon is raised, the damage inflicted is greater.

Firefly Jump

NEAR A FIREFLY, HOLD R1, PRESS ✕

Oni Fireflies allow Jacques to reach high places or to cross otherwise impassable areas. Jacques grabs the Firefly with the whip and rides it to a predetermined destination. During boss fights, Jacques can use Fireflies to escape from an enemy's attack and perform the Firefly Leap Slash.

Firefly Leap Slash

DESCENDING FROM FIREFLY JUMP, AUTOMATIC

During many of Jacques's boss fights, a Firefly is present in the area. Jacques can use the Firefly to escape from enemy attacks, and to perform the Firefly Leap Slash. If Jacques and his foe are facing each other as he descends from a Firefly Jump, he will lash the enemy as he unwinds the whip from the Firefly. This attack happens automatically, but you can encourage it by performing a Firefly Jump while facing off against a foe.

Throw Object

FACING ROCK OR PILLAR, HOLD R1, PRESS ✕

Jacques can throw certain objects in the environment to attack enemies. These objects include rocks, pillars, and stones that stand out slightly from the environment. A complete list with pictures appears in the Combat chapter. To throw an object, face it, hold R1 and press ✕. In the motion, Jacques turns 180° and throws the object behind him. Therefore, you must position Jacques between the throw object and the enemy for the object to strike the target.

Critical

● AT THE MOMENT OF ENEMY ATTACK

While standing perfectly still, press ● at the moment of an enemy attack to score a Critical. A Critical hit kills one or more enemies instantaneously. With graphic violence mode set to "high" in the Options menu, a Critical hit chops an enemy in half. The entire screen flashes brightly. In your first game, Critical hits may occur accidentally. Only by carefully studying the patterns of enemies and striking at an exact moment will you learn the art of inflicting Critical hits at your leisure.

Chain Critical

● AT THE MOMENT OF CRITICAL

During a Critical hit, press ● again before the flash has faded from the screen to execute a Chain Critical on another foe. The subsequent victim must be positioned within three meters to perform the Chain Critical. With the proper practice and timing, you can develop enough skill to slay an entire room full of enemies in a series of flashes.

Deflect Critical

L1 AT THE MOMENT OF ATTACK, ● AT THE MOMENT OF DEFLECTION

Another way to inflict a one-flash kill is to counterattack at the moment an enemy's blade bounces off your guard. To trigger a Deflect Critical, raise your guard at the moment the enemy attacks. Deflecting the blow, press ● while Jacques's weapon is still ringing with sound. The Deflect Critical can also be used to trigger a Chain Critical.

Guard

L1

Hold L1 to deflect enemy attacks. Depending on the strength of the attack, Jacques may not be able to maintain his stance under the impact. Release L1 and press it again to reaffirm your guard. Certain oversized Genma and boss enemies perform attacks against which Jacques cannot defend. Read the Genma chapter for more details.

Magic Attack

△

When enough magic power is available in the power gauge, press △ to execute a Magic Attack. Jacques unleashes the power of the Oni whip and calls upon an elemental force to defeat an enemy. Reference the Weapons and Armor chapter for greater details on the magic powers of each Oni whip.

MICHELLE OBEAR

Michelle works with Jacques in the Paris police force, in the armed suppression unit. In spite of her stunning beauty, she is as seasoned in combat and criminal standoff situations as Jacques. She is much younger than Jacques, and joined the unit only recently. Michelle and Jacques have become engaged after only a short period of time. Unfortunately Michelle remains unable to reach out to Henri, Jacques' son. The young boy does not approve of his father remarrying, and refuses to allow Michelle into his family. Michelle continues to try to appeal to Henri, in spite of his hurtful insults.

Michelle's Attack Actions

Name	Command
Shoot	▢
Shoot High Enemy	R1 + ✕
Thrust Lift	R1 + Up + ▢ (At close range to locked enemy)
Tackle	▢ while running
Last Blast	▢ when next to downed enemy
Kick	Down + ▢ (At close range to enemy)
Critical	▢ just before enemy attack hits
Deflect Critical	▢ after deflecting enemy attack
Guard	L1
Throw Grenade	△ (requires Grenade)

Shoot

▢

Michelle is a modern girl, and she attacks with some of the most advanced high-power assault rifles on the planet. Each weapon's range and power is unique, changing the distance at which Michelle can attack as well as her recovery time between shots.

Shoot High Enemy

R1 + ✕

To give preferential targeting to flying enemies or Archers perched on high ledges, hold R1 and press ✕ to lock on and fire instantly.

Thrust Lift

HOLD L1, PRESS UP + ■ AT CLOSE RANGE ENEMY

Standing very close to an enemy, hold L1, press Up on the D-pad and press ■. Michelle slams the bridge of her gun into a Genma's chin. This attack is somewhat weak, and only causes an enemy to stagger slightly. However, this move is still useful in trying to distract an enemy that is about to attack.

Tackle

WHILE RUNNING FOR FIVE OR MORE STEPS TOWARD ENEMY, PRESS ■

While moving at full speed toward an enemy, press ■; Michelle drops her shoulder to butt into the foe. This attack is rather weak, and only causes the enemy to stagger backward a step or two. The tackle is most useful in trying to distract an enemy that is about to attack.

Last Blast

STAND OVER UNCONSCIOUS ENEMY, PRESS ■

Michelle can finish off fallen enemies by executing them with a final shot. However, due to the high power of Michelle's weaponry, this move is rarely useful.

Kick

DOWN + ■ AT CLOSE RANGE TO ENEMY

Michelle can deliver a single side kick to enemies. This move is easier to execute by using the D-pad rather than the Left Analog Stick. Michelle's kick is weak, useful mainly to cancel an enemy's attack.

Critical

■ AT THE MOMENT OF ENEMY ATTACK

While standing perfectly still, press ■ at the moment of an enemy attack to score a Critical. A Critical shot kills one or more enemies instantaneously. With graphic violence mode set to "high" in the Options menu, a Critical blast cuts an enemy in half. The entire screen flashes brightly. In your first game, Critical hits may occur accidentally. Only by carefully studying the patterns of enemies and shooting at an exact moment can you learn the art of inflicting Critical hits whenever you desire.

Deflect Critical

L1 AT THE MOMENT OF ATTACK, ■ AT THE MOMENT OF DEFLECTION

Michelle can also score a Critical by counterattacking at the moment she blocks an enemy attack. To trigger a Deflect Critical, raise your guard at the exact moment the enemy attacks. Upon blocking the attack, press ■ while Michelle's gun is still ringing from the collision.

Guard

L1

Hold L1 to make Michelle raise her gun in defense. Thankfully, each of her assault rifles is extremely sturdy, and she can use them to deflect blows. Some enemy attacks are so powerful that Michelle may stagger badly. When this occurs, release L1 and press it again to reinstate your defense.

Throw Grenade

△

With at least one Grenade available, press and release △ to throw a short-range explosive and take out several enemies at once. If you press and release △ quickly, Michelle tosses the Grenade and it explodes after a few seconds. For an instant bang, "cook" the Grenade by pressing and holding △ until Michelle throws the Grenade. Some enemies are intelligent enough to dodge away from Grenades. By holding the explosive longer, you virtually guarantee that nothing will escape the blast.

AKO

Ako is the Tengu assigned by the Oni clan to assist Jacques and Samanosuke in their quest to defeat the Genma and their lord, Nobunaga. In spite of her youthful appearance and demeanor, Ako is actually thousands of years old. Her vast knowledge of human nature often causes her to interfere in relationships, out of a sense that she "knows best." In spite of this minor flaw, Ako is a good-natured creature that bonds instantly with the heroes. Ako acts as a targeting marker for the characters. She also grants the characters certain abilities when she dons her special vests.

HENRI BLANC

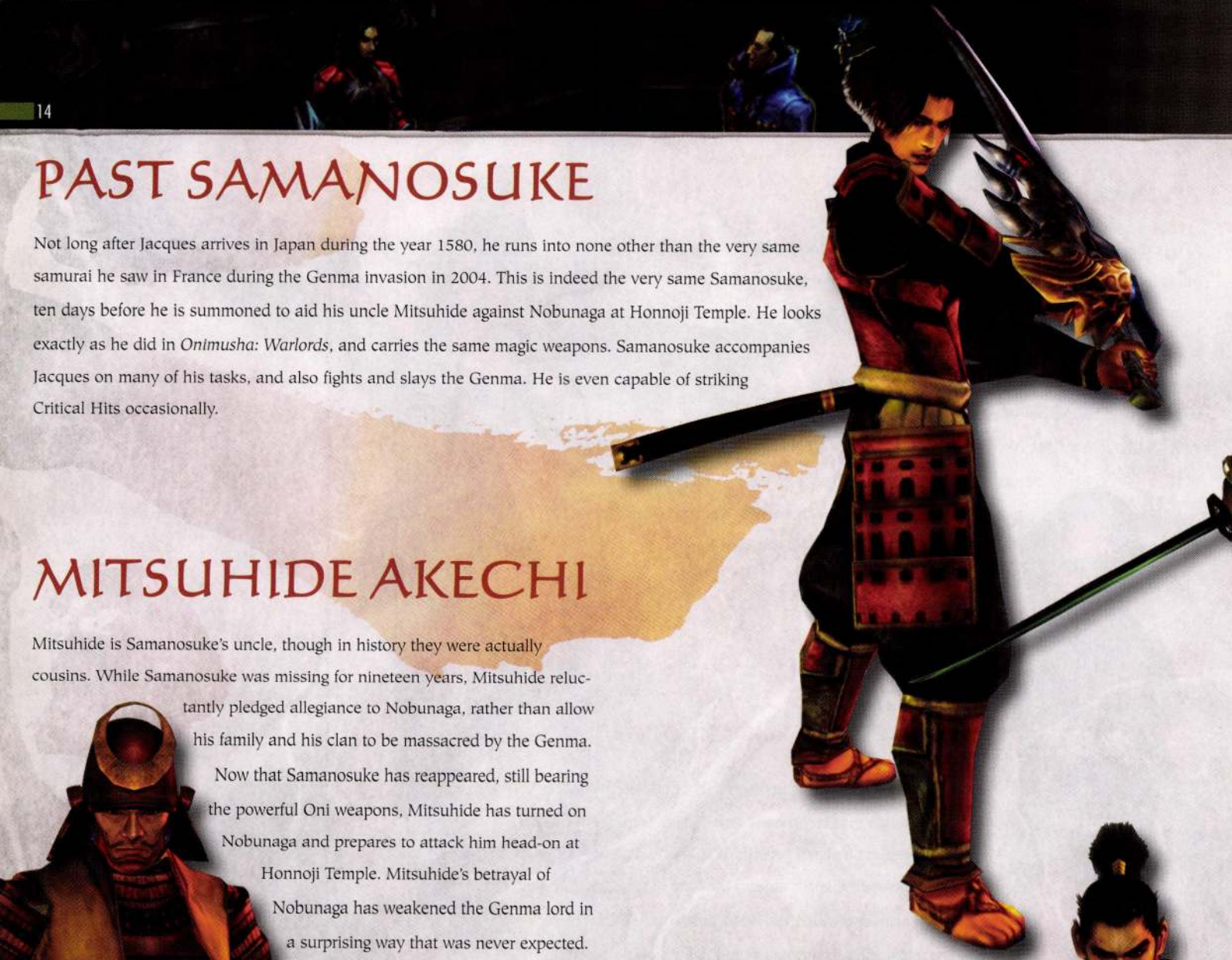
Henri is Jacques's gifted son. His bond with his father is strong enough that Henri can "sense" certain things about him, especially when something is wrong. It is possible that he developed this gift around the time that his mother died in a terrible car accident, which left Henri lonely and sad for many years. For this reason, Henri has been having trouble accepting that his father has fallen in love with Michelle.

PHILLIPE

Phillipe is Jacques's best friend on the force. The two graduated from police training together, and Phillipe stood by Jacques's side during the worst days of his life, just after his wife died. Henri refers to him affectionately as "Uncle Phillipe," although he is of no relation. Phillipe is critically wounded during the standoff against the Genma in downtown Paris.

PAST SAMANOSUKE

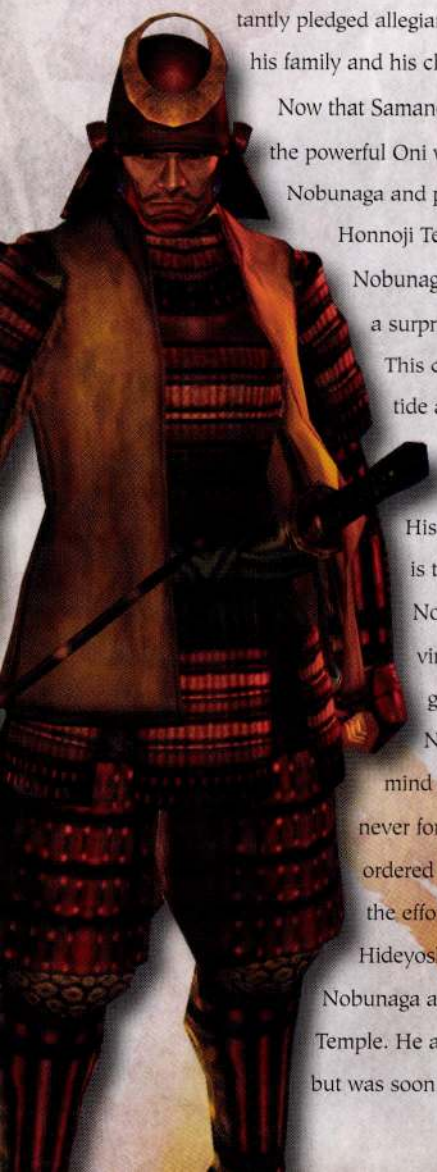
Not long after Jacques arrives in Japan during the year 1580, he runs into none other than the very same samurai he saw in France during the Genma invasion in 2004. This is indeed the very same Samanosuke, ten days before he is summoned to aid his uncle Mitsuhide against Nobunaga at Honnoji Temple. He looks exactly as he did in *Onimusha: Warlords*, and carries the same magic weapons. Samanosuke accompanies Jacques on many of his tasks, and also fights and slays the Genma. He is even capable of striking Critical Hits occasionally.



MITSUHIDE AKECHI

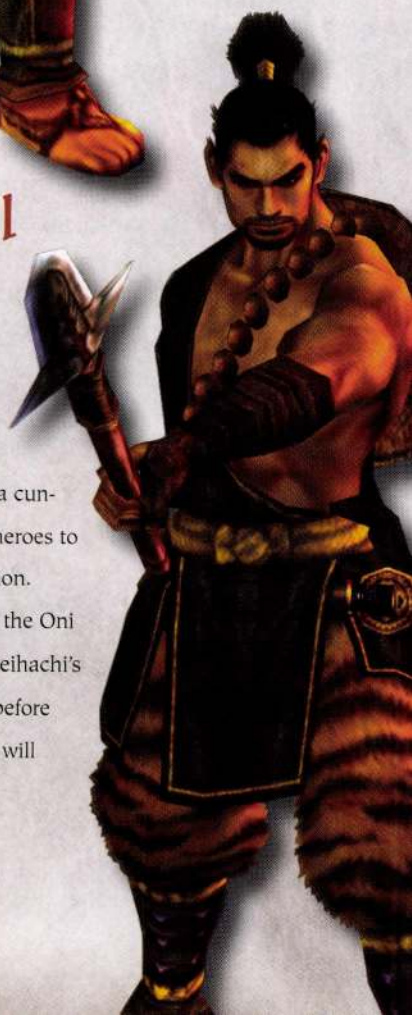
Mitsuhide is Samanosuke's uncle, though in history they were actually cousins. While Samanosuke was missing for nineteen years, Mitsuhide reluctantly pledged allegiance to Nobunaga, rather than allow his family and his clan to be massacred by the Genma. Now that Samanosuke has reappeared, still bearing the powerful Oni weapons, Mitsuhide has turned on Nobunaga and prepares to attack him head-on at Honnoji Temple. Mitsuhide's betrayal of Nobunaga has weakened the Genma lord in a surprising way that was never expected. This could be the event that turns the tide and allows for the defeat of Nobunaga.

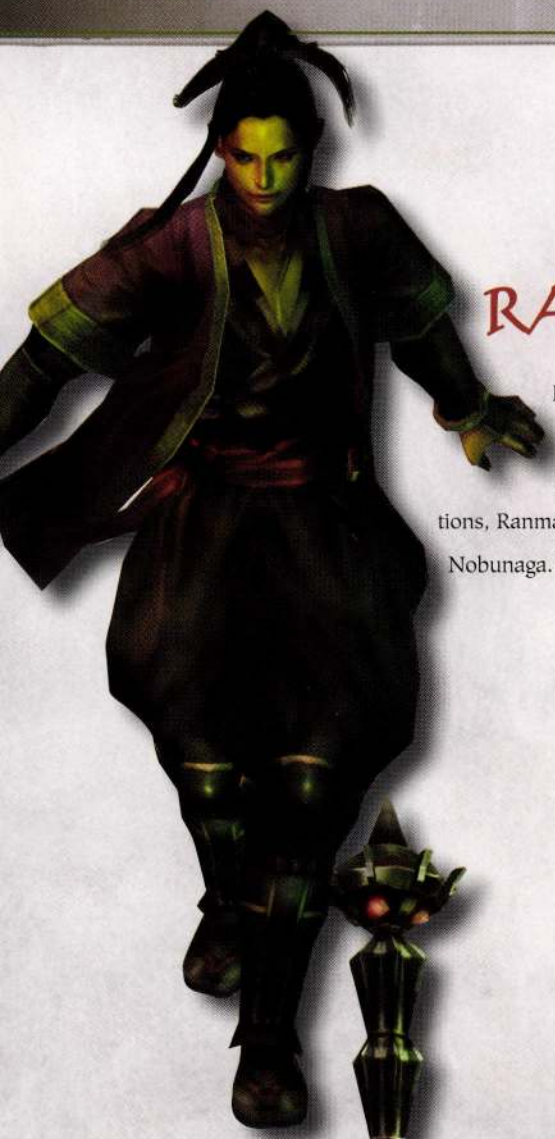
History records that Mitsuhide Akechi is the man responsible for the real Nobunaga's death. In 1578 he convinced the Hatano clan to swear allegiance to Nobunaga. A year later, Nobunaga whimsically changed his mind and executed Hatano. Mitsuhide never forgave this insult. In 1582 he was ordered to march his armies west to join the efforts of another Oda vassal, Hashiba Hideyoshi. Instead, he turned on Nobunaga and attacked him at Honnoji Temple. He attempted to name himself shogun, but was soon ousted.



HEIHACHI HONDA

Heihachi is based on a real-life Japanese hero. Unfortunately, in this situation he is allied with the Oda clan. Heihachi is a noble warrior and a cunning spear master. He challenges the heroes to duel out of his sense of samurai tradition. Naturally, the Genma want him to kill the Oni warriors. However, this goes against Heihachi's strict code. It is only a matter of time before Heihachi must decide which cause he will defend.





RANMARU MORI

Ranmaru is Nobunaga's esteemed page, well versed in all of Nobunaga's affairs. Ranmaru trains to become a powerful samurai and general in his master's army, but this dream is still years away for him. Although he has had some training, Ranmaru's combat skills are extremely lacking. In spite of his limitations, Ranmaru's ambition knows no bounds. His goal is the conquest of the planet by the Genma and his lord, Nobunaga. To this end, he is willing to forfeit his life.

GUILDENSTERN

The mischievous scientist of the Genma clan, Guildenstern served under Fortinbras and now Nobunaga. He is single-handedly responsible for the resurrection of the ambitious warlord. He is also the creator of many of the Genma monsters. Guildenstern takes pride in all his works, and he considers himself something of a mastermind.

By finding and exploiting ancient temples and bases of the Oni clan, Guildenstern discovers their secret ability to fold the fabric of time. Immediately he begins construction on the Time Folder, a device intended to allow the Genma to travel to the future, where the Oni cannot interfere with their plans to overtake mankind.

HASHIBA HIDEYOSHI

The man previously known as Tokichiro Kinoshita has risen in power to the ranking of General within the Oda clan, and has changed names to commemorate the event. Eventually he will change names again to Hideyoshi Toyotomi, as he becomes the man to unify Japan under one strict shogunate.

Hashiba leads his armies west to fight the Mori clan that will not submit to Nobunaga's will. He expects the armies of Mitsuhide Akechi to join him shortly, assuring victory. Unfortunately the Akechi clan has already betrayed and attacked Nobunaga. If the Genma Lord is defeated, Hashiba stands to prosper. Has this been his goal all along?

GATE KEEPER

This bizarre man is encountered at dead-end corridors and empty rooms. Hanging upside down with his insane grin, he will try to lure the Oni heroes into an otherworldly battle arena in the Dark Realm, where he promises that fabulous treasures lie waiting for skillful warriors to come and claim them. But do you dare trust such an eerie and crazed little creature?

NOBUNAGA ODA

Nobunaga Oda is the conqueror whose army is burning across Japan, consuming all in its path. For a period of 22 years, Nobunaga has defeated the rulers of the country, unifying Japan under his dictatorship and causing the foundations of feudal society to crumble. On the fields of Okehazama, the warlord was struck dead by a stray arrow. However, Nobunaga made a pact with the Genma King Fortinbras to return from the dead as the leader of the Genma armies. Nobunaga was revived with Genma blood, and the pact was to be sealed with the blood of Princess Yuki.

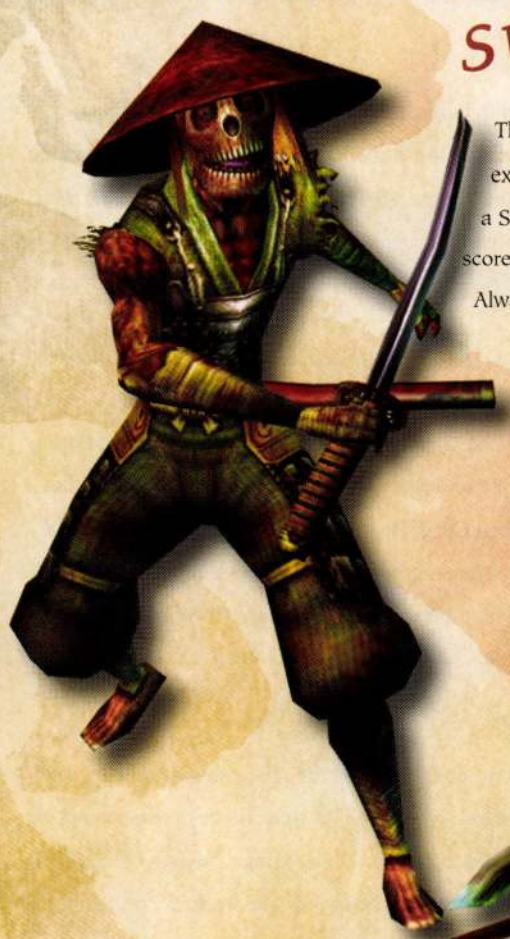
However, Samanosuke Akechi single-handedly defeated Fortinbras. The Genma were left without a leader. Nobunaga stepped into the role as easily as pulling on a pair of boots. He captured Inabayama castle and renamed it Gifu, establishing it as his headquarters. He set out to destroy the last remainders of the Oni clan, which gave their power to Samanosuke. He ordered the people of Yagyu Village slaughtered. But his swift justice failed to touch the man he sought to kill, Jubei Yagyu. With the power of the Oni, Jubei pursued Nobunaga to Gifu. The two faced off in an apocalyptic confrontation. But with the power of the five sacred Oni orbs, Jubei defeated Nobunaga.

In the nine years since his defeat at Jubei's hands, Nobunaga was resurrected again by the machinations of Guildenstern. Rebuilding his army, he storms the countryside with greater ruthlessness than ever before. All the former Daimyo of the land either surrender and swear loyalty, or die by the sword. The world is on the brink of falling under the control of the evil Genma.

Nobunaga Oda was in fact one of Japan's mightiest military leaders. His barbaric and inhuman exploits are comparable to other historical conquerors, such as Vlad Tepes Dracula or even Napoleon Bonaparte of France. As strategically brilliant as he was cruel and brutal, Nobunaga demanded fierce loyalty from his subjects and slaughtered all who wavered, including his own family members. Nobunaga is one of the first generals to employ weather and landscape as strategic ingredients in battle. Using untrained foot soldiers armed with long spears rather than an all-samurai army, Nobunaga was able to double his numbers in a short time. He is also the first Japanese warlord to arm his soldiers with firearms.

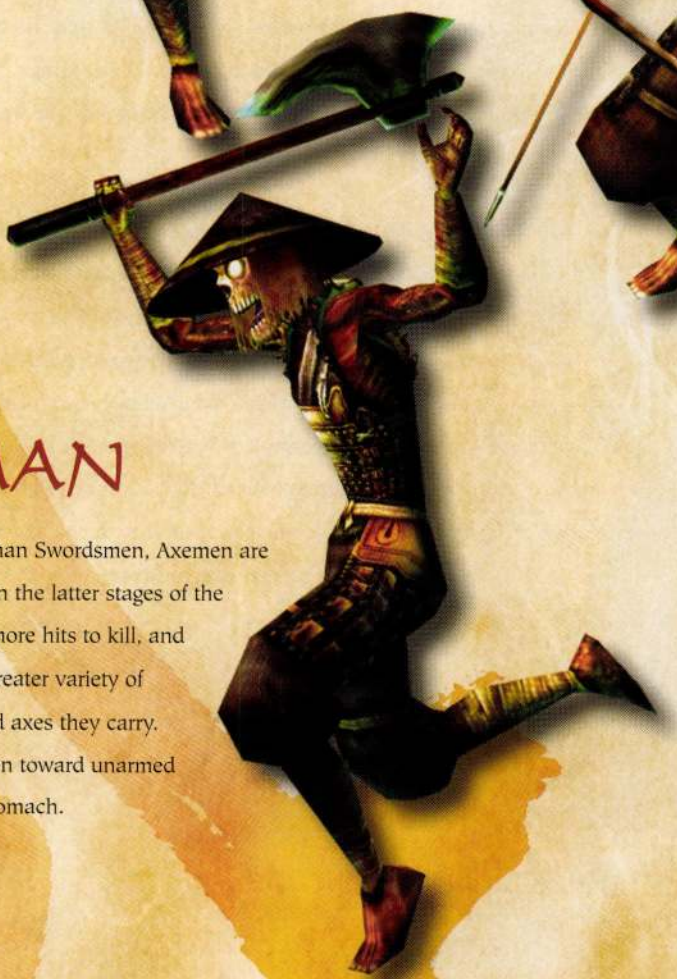
SWORDSMAN

The most plentiful soldiers of the Genma clan are also the weakest and the least skillful. Swordsmen are extremely easy to defeat, even with normal attacks. They are also very easy to defeat with Critical hits. When a Swordsman is running, blade raised high in the air, attack the moment the Swordsman stops running to score a Critical. When Swordsmen are killed on their feet, they might attempt an additional attack as they fall. Always try to slay them with a Finishing attack, or back away when they scream in defeat.



ARCHER

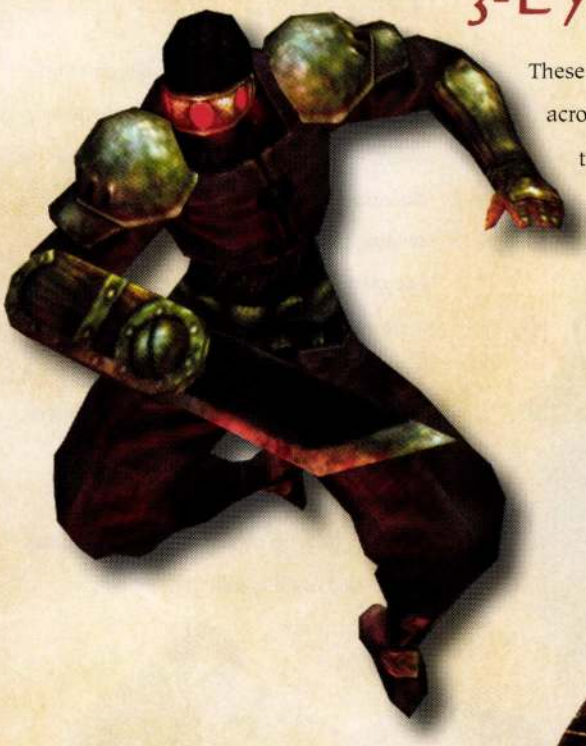
Although these creatures are extremely easy to kill with a single arrow or other attack, they are often perched in high locations over the battlefield or on a platform just out of reach. Archers wait to fire until the player character is engaged in battle with other Genma. Their arrows, while not very damaging, cause the player character to stagger. This moment of vulnerability allows other enemies an opportunity to score a cheap shot. For this reason, it is important to take down Archers before dealing with other enemies, so that you don't have to worry about staggering from arrow hits.



AXEMAN

Quite a bit tougher than Swordsmen, Axemen are Genma that appear in the latter stages of the game. They require more hits to kill, and they can perform a greater variety of attacks with the hand axes they carry. The cruelty of Axemen toward unarmed humans is hard to stomach.

3-EYES

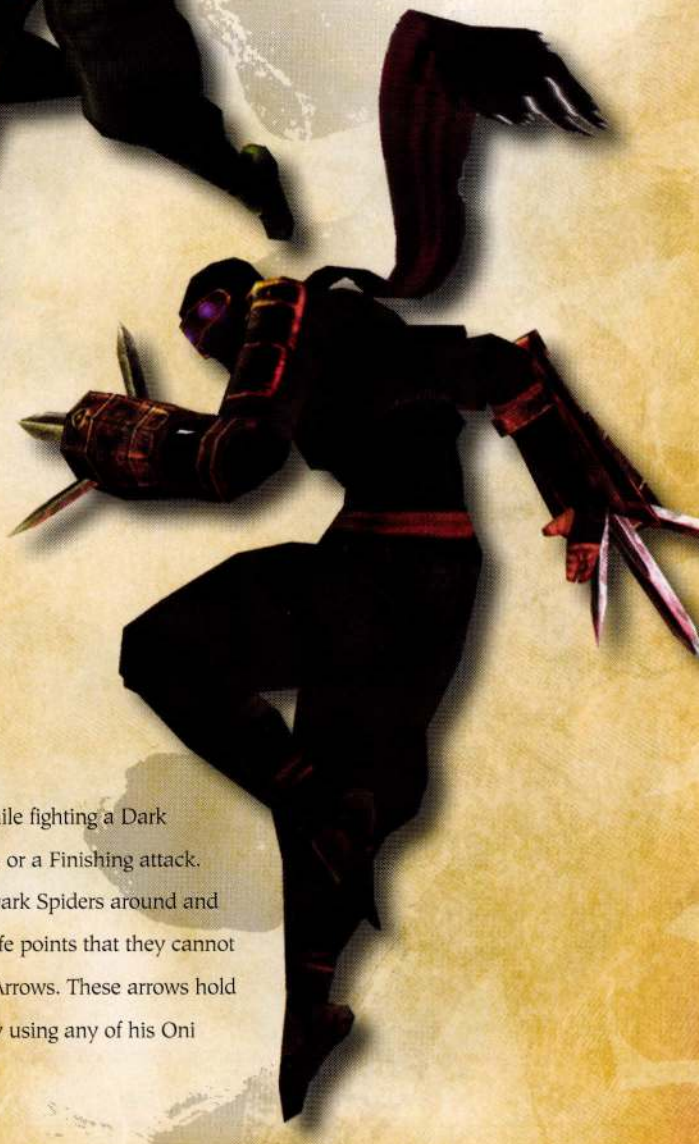


These quick and stealthy agents are troublesome for a human who lacks their speed. 3-Eyes slide across long distances to strike with their blade hands. Listen for the sound they make when they grind their blades together, and raise your guard in preparation to deflect their attack. Use normal side-to-side slashing attacks to strike multiple 3-Eyes, and try to control them as a group in order to prevent counterattacks.

DARK CROW

Dark Crows are nothing more than enhanced 3-Eyes with tri-bladed claws for hands. Dark Crows can sustain and inflict greater damage. They have a greater tendency to leap over normal attacks, even upon connection. The best way to deal with Dark Crows is to use disabling moves such as a Slash Lift, a Kick, or a Running Attack to knock them down, then dispatch them with a Finishing attack.

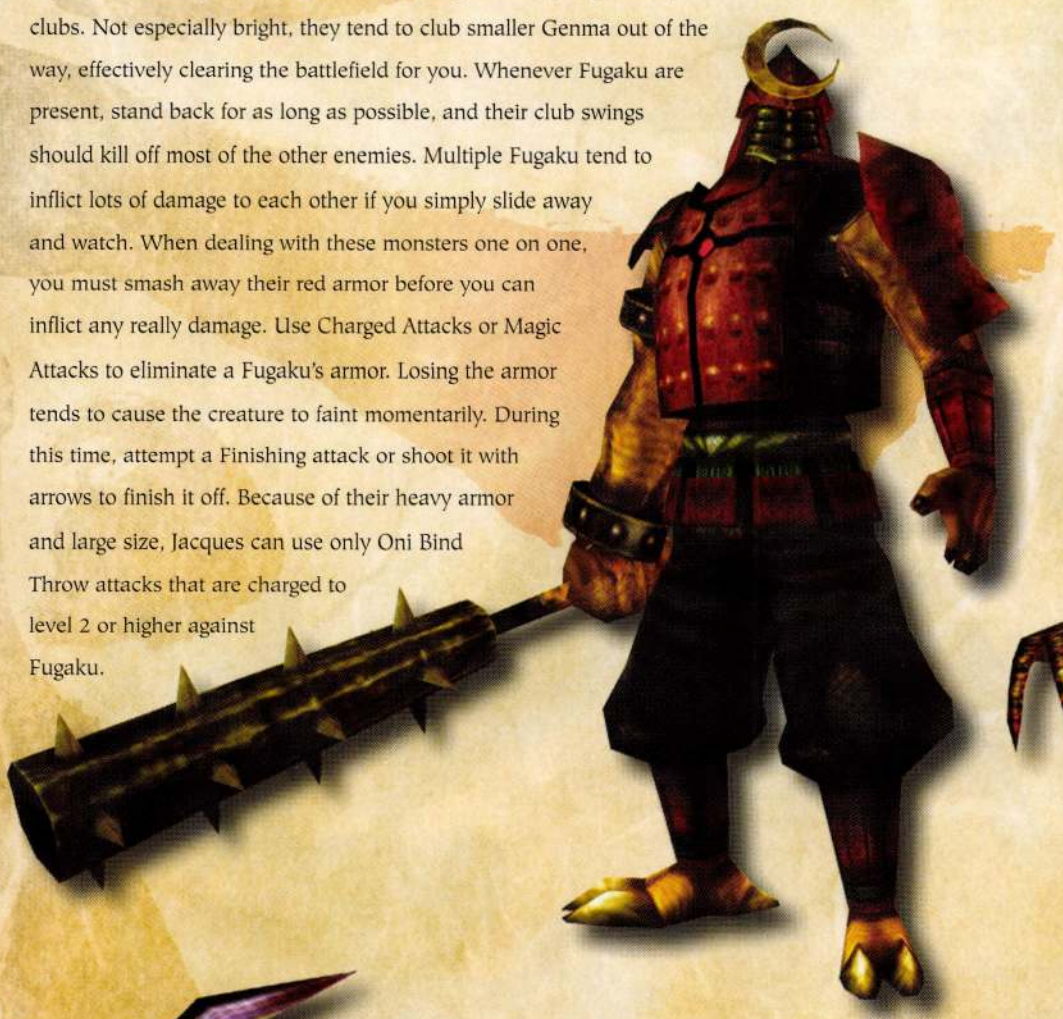
DARK SPIDER



These Genma clad in black are able to create a double image, confusing Ako's targeting. While fighting a Dark Spider, the best strategy is to avoid using special attacks, such as Slash Lift, Running Attack, or a Finishing attack. These attacks usually trigger the double-image defense mechanism. Instead, merely chase Dark Spiders around and slash them with normal attacks until they fall. By this point, they should have lost enough life points that they cannot resist a Finishing move. Another good way to deal with them is to shoot them with Electric Arrows. These arrows hold them to the spot for an easy kill. Also, Jacques can deal with these creatures quite effectively using any of his Oni Bind moves.

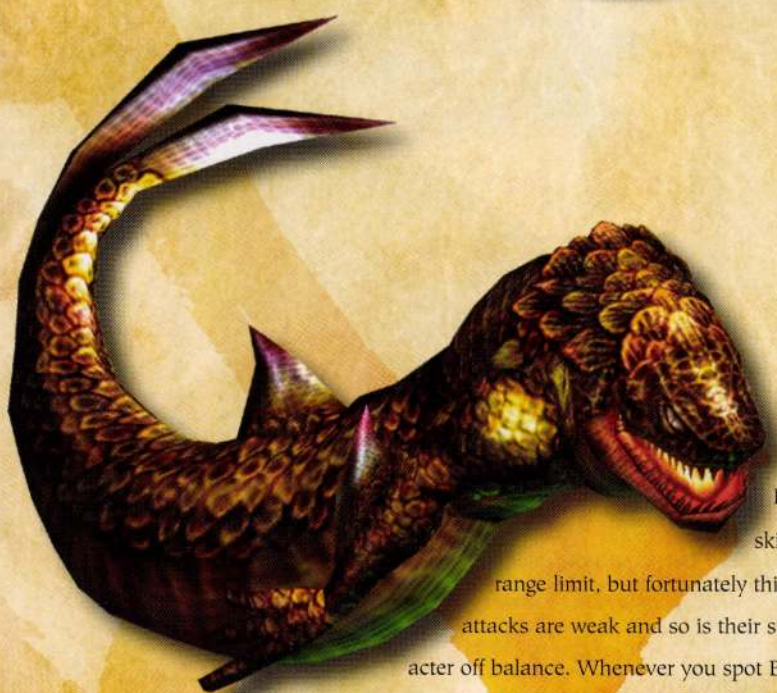
FUGAKU

Fugaku are heavily armored brutes that swing extremely large, heavy clubs. Not especially bright, they tend to club smaller Genma out of the way, effectively clearing the battlefield for you. Whenever Fugaku are present, stand back for as long as possible, and their club swings should kill off most of the other enemies. Multiple Fugaku tend to inflict lots of damage to each other if you simply slide away and watch. When dealing with these monsters one on one, you must smash away their red armor before you can inflict any really damage. Use Charged Attacks or Magic Attacks to eliminate a Fugaku's armor. Losing the armor tends to cause the creature to faint momentarily. During this time, attempt a Finishing attack or shoot it with arrows to finish it off. Because of their heavy armor and large size, Jacques can use only Oni Bind Throw attacks that are charged to level 2 or higher against Fugaku.



BATOBONE

Batobones are large mermen Genma that attack in seaside areas or locations near water. Their main attack is claw swipes. Occasionally a Batobone works itself into a swiping frenzy, slashing hand over hand, one claw after another. When this begins, there really is nothing to do except hide behind your guard. Otherwise, try to knock Batobones to the ground with hard attacks, such as Running Attacks or Slash Lifts. Their constitution is strong enough that you may have to attack them several times before successfully killing them with a Finishing attack.

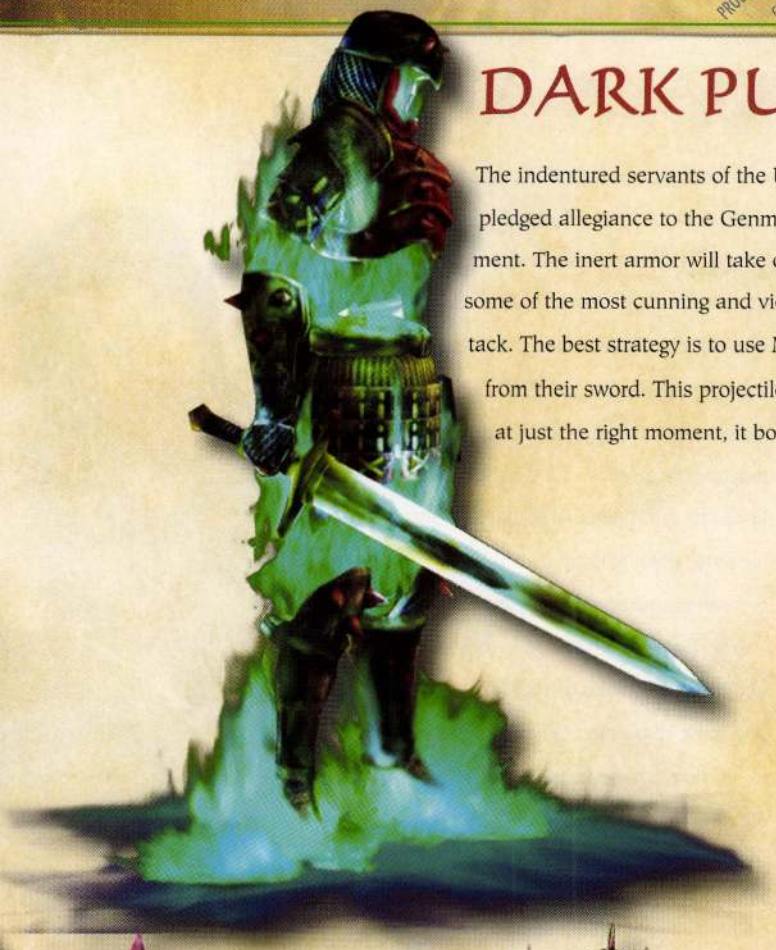


BATOCHAIKA

Batochaika are smaller siblings of Batobones that tend to hover on the outskirts of battle. These smaller creatures fire a water projectile with virtually no range limit, but fortunately this can be blocked. Batochaika fulfill the same purpose as Archers; Their attacks are weak and so is their stamina, but they fire projectiles with the intention of knocking the player character off balance. Whenever you spot Batochaika, quickly take them out with a few normal attacks before dealing with other foes in the area. Michelle's Grenades are especially effective at dealing with small schools of these animals.

DARK PUPPET

The indentured servants of the Underworld, these haunted armors are all that remain of corrupted warriors who pledged allegiance to the Genma King. Dark Puppets first appear as piles of what seems to be discarded equipment. The inert armor will take on its ghostly shape when the player character approaches. Dark Puppets are some of the most cunning and vicious enemies you'll encounter. Even as you are slashing at them, they counterattack. The best strategy is to use Magic Attacks or Charged Attacks. Dark Puppets frequently fling a magic attack from their sword. This projectile can be deflected as usual. However, if you successfully strike the magic missile at just the right moment, it bounces back at the Dark Puppet and inflicts a tremendous amount of damage!



FOBORA

Similar to Dark Puppets, these modern day Western armors have also fallen under the spell of the Genma. At close range, they engage with sword attacks, and they are quick to defend themselves from normal strokes. Use Charged Attacks or Magic Attacks to deal with them efficiently. Like the Dark Puppet, these monsters fling a magic projectile that you can deflect back to inflict tremendous damage to the enemy.

NEROFOBORA

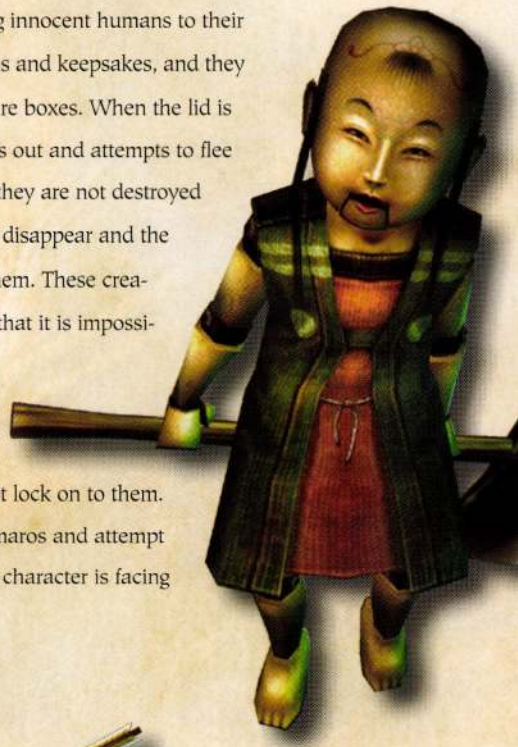
These special creatures appear only during the Guildenstern boss fight. When they are defeated, their armors empty and collapse on the floor. Guildenstern can raise these creatures again through his magic. Thus, Nerofoboras are virtually unstoppable. The only way to kill them permanently is to strike a Critical on Guildenstern at the moment he attempts to resurrect the armor. Because the evil scientist tends to float higher in the air while resurrecting Nerofoboras, this means you must strike a Critical hit with an arrow. Otherwise, they behave similarly to Foboras, and can be destroyed by the same methods.

ZMOH

Zmoh are supernatural beasts that Guildenstern created by combining several animals from natural habitats. These enormous creatures display their power by running at the player character, leaping and then tackling them to the ground. Once the Zmoh knocks down a player, they can strike repeatedly to the point where the character cannot get up. It is important to roll left or right as soon as a Zmoh tackles your character, or you may suffer several cheap shots. Their strength is matched by their high stamina, so use the Charged Attacks of powerful weapons such as the Chigo and Hyosai to defeat them as quickly as possible. Use Magic Attacks that affect wider areas to take down several Zmoh at once.

GAJIMARO

Gajimaro are small demons that pretend to be children or dolls, in the hopes of luring innocent humans to their deaths. Gajimaro love items and keepsakes, and they take up residence in treasure boxes. When the lid is opened, the Gajimaro leaps out and attempts to flee with the box's contents. If they are not destroyed within a few seconds, they disappear and the treasure disappears with them. These creatures are so tiny and swift that it is impossible to hit them with any more than one attack at a time. Because of their magical nature, Ako cannot lock on to them. You must chase after Gajimaros and attempt to hit them whenever your character is facing them.

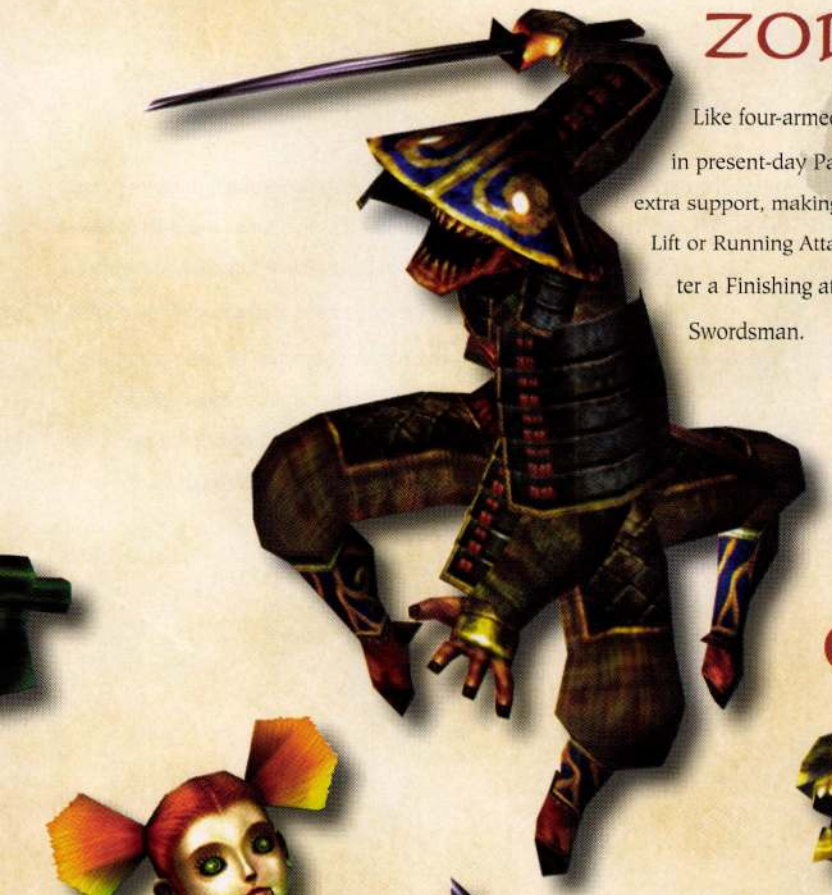


GRIZMOH

This variation of the Zmoh is encountered mainly in the snowbound regions of Lake Biwa. Grizmoh are identical to Zmohs in every aspect, and they should be handled with the Chigo and Hyosai, just the same.

ZORM

Like four-armed versions of Swordsmen, the Genma appear only in present-day Paris. Their additional appendages provide them with extra support, making them more resistant to Kick attacks. Use Slash Lift or Running Attacks to knock them off their feet, and then administer a Finishing attack. Their strength and stamina are equal to a Swordsman.

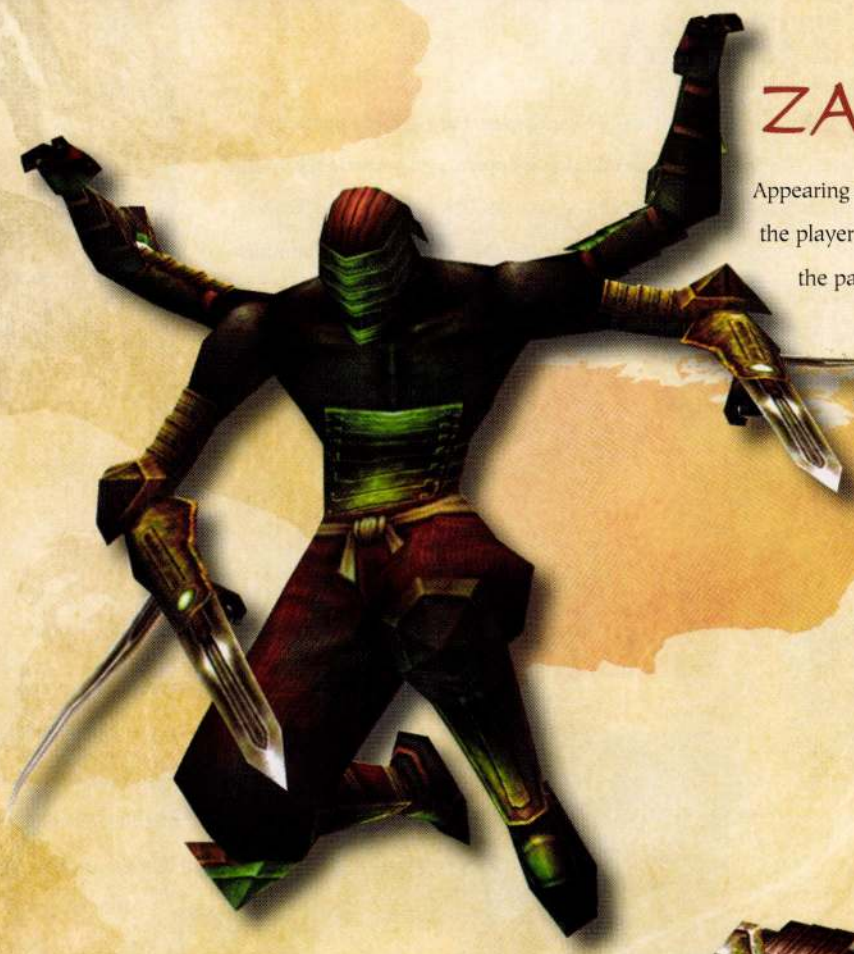


GILZORM

These enhanced versions of Zorms have faster reflexes for deflecting blows, and higher strength and stamina. Weaken them with a few normal attacks, then knock them to the ground with a Slash Lift or Running attack. Finish them off while you can.

BABIAN

Babian are basically female versions of Gajimaro. Although they appear unarmed, they hide lethal blades under their skirts. They attack by spinning through the air. Ako cannot lock onto these creatures, so defeating them is a matter of chasing them into a corner and striking until they drop the treasure they have stolen.



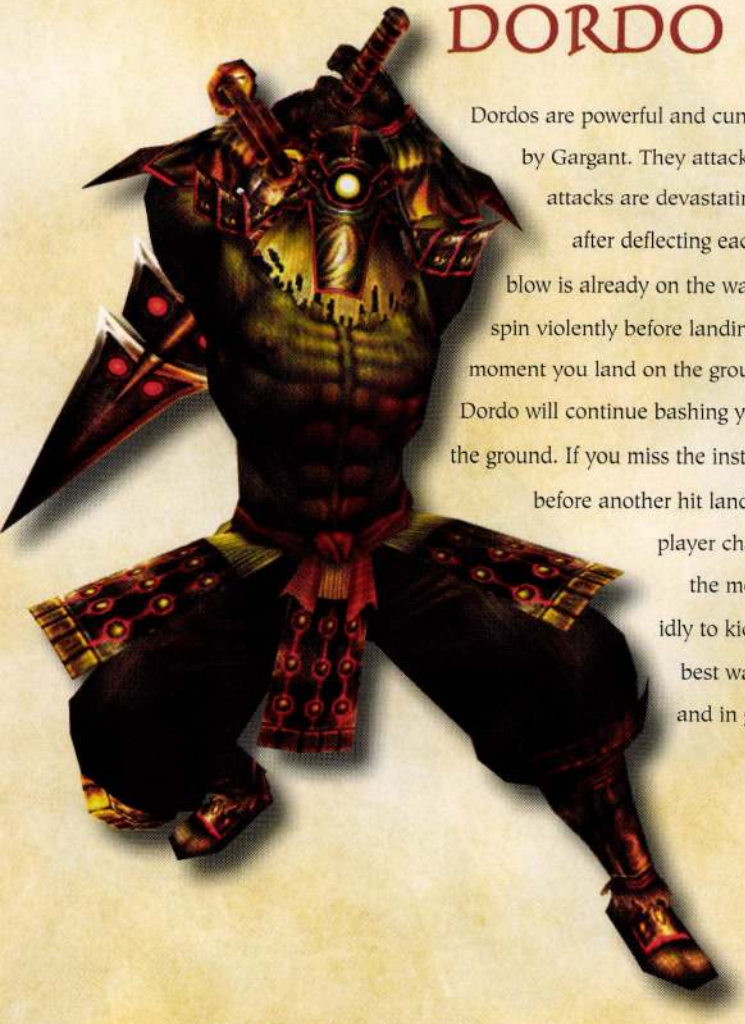
ZAGAT

Appearing only in present-day France, these four-armed blade masters pursue the player character, using slide and slash attacks similar to the 3-Eyes foes of the past. Occasionally Zagats begin spinning like a ballerina, slashing on every turn. During this fast movement they can change course to follow the player character, so slide out of the way and raise your guard whenever this attack begins. Zagats are effective at dodging attacks, so use Charged Attacks or Slash Lift attacks to knock them off their feet for an easy finish.

ZABIET

Virtually identical to Zagat enemies, Zabiets have higher stamina and strength. Their reflexes are sharper, and they block most normal attacks with ease. Use Charged Attacks or Slash Lift attacks to knock them off their feet, and then finish them off quickly while they are on the ground.

DORDO



Dordos are powerful and cunning Genma swordsmen personally trained by Gargant. They attack with a massive, spinning drill blade. Their attacks are devastating, even when blocked. Reaffirm your guard after deflecting each of a Dordo's attacks, because its next blow is already on the way. If struck by a Dordo, your character will spin violently before landing on the ground. Press [Square] at the moment you land on the ground to get up instantly. Otherwise, the Dordo will continue bashing you with its weapon, as you lie helpless on the ground. If you miss the instant rise opportunity, try to roll left or right before another hit lands. Dordos can also reach out and seize the player character by the neck. When choked, press the movement controls and the face buttons rapidly to kick free of this hold. Magic Attacks are the best way to deal with Dordos, both individually and in groups.

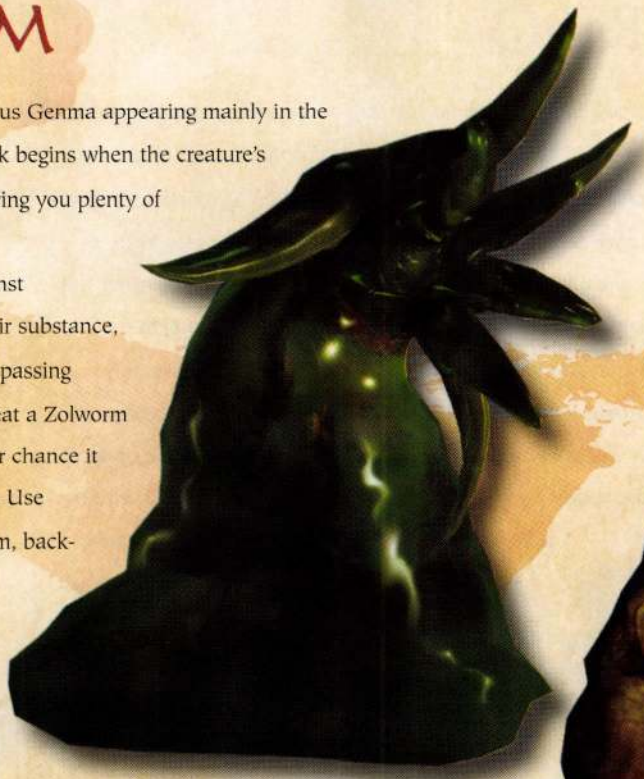
DORDIO

Dordios are identical to Dordos in stamina, but their strength is much higher. Dordios attack more ferociously and more often. They can perform air magic attacks similar to Samanosuke's Kuga weapon. However, their air blades move more slowly, allowing time to sidestep out of the spell's path. Dordios stop at nothing to knock your character to the ground so that they can administer several additional hits before you can get back up. Use Magic Attacks to defeat Dordios before they force you to use several recovery items.

ZOLWORM

Zolworms are slow moving, gelatinous Genma appearing mainly in the Sewers below Paris. Their sole attack begins when the creature's upper portion rears backward, allowing you plenty of time to sidestep or back away.

Normal attacks are insufficient against Zolworms. As your blade strikes their substance, your attack becomes sluggish while passing through their mass. Also, if you defeat a Zolworm with normal attacks there is a higher chance it will break into several smaller Gera. Use Charged Attacks to defeat a Zolworm, backing away between each strike to recharge.



GERA

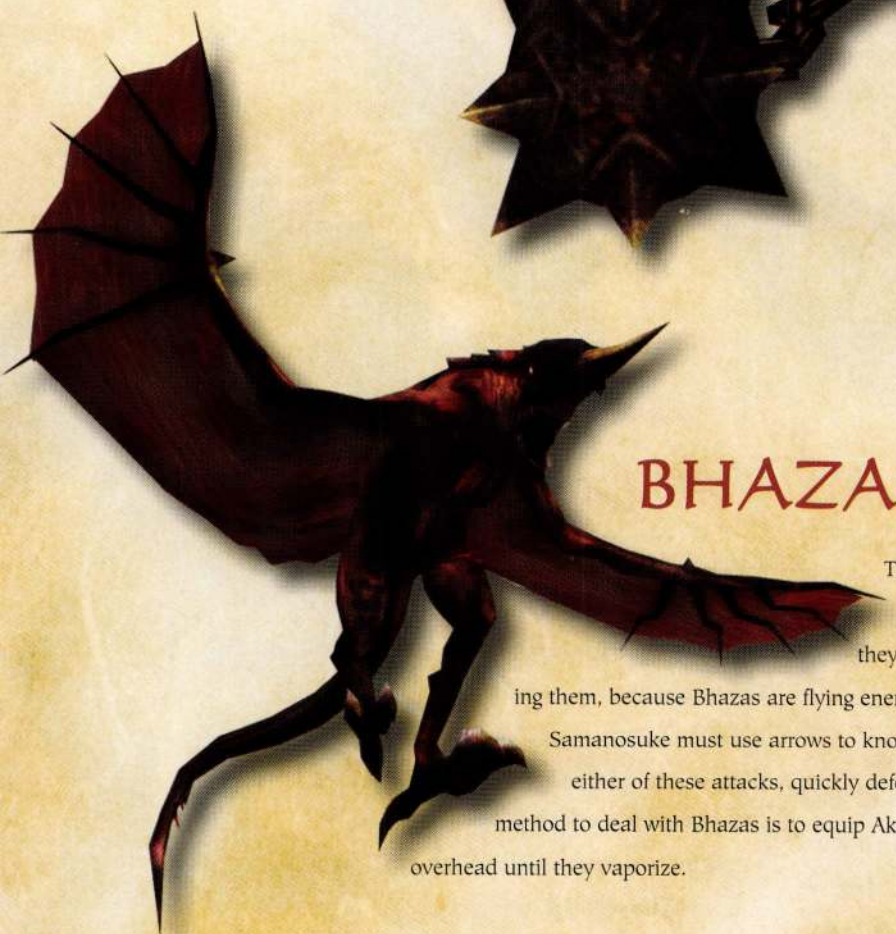
Gera are tiny portions of Zolworms, appearing most frequently after a Zolworm breaks into smaller pieces. Gera attack mainly by leaping off the ground and attaching themselves to the player character. They inflict no additional damage after the first sting of landing. However, if you attempt to aim while a Gera is attached, your character only spins around in confusion. The best method to deal with Gera is to crush them underfoot by running over them.

GACHA

Gacha are brutal and sadistic monsters that enjoy crushing humans with massive ball chains. Though the creature itself is slow-moving, it is difficult to avoid its swinging ball due to its extremely wide range. The best method to deal with Gacha is to slide behind them and deliver Charged Attacks to their flank, before they notice the player character if possible. Use magic when dealing with multiple Gachas. Jacques' Oni Bind attacks are extremely useful for preventing Gachas from swinging their weapons. However, Jacques cannot throw a Gacha until the Oni Gauntlet reaches max level and becomes capable of charging a weapon to level 3.

DONGACHA

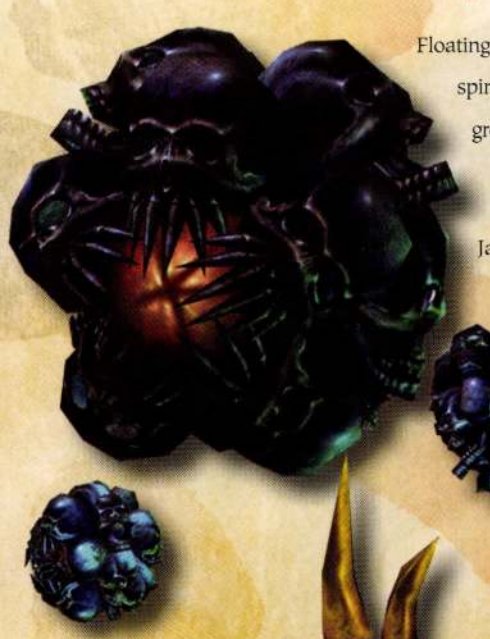
Like Gachas, Dongachas employ devastating attacks with huge ball chains. Dongachas are also higher in stamina and strength than Gachas. The main difference between the two species is the massive horn protruding from a Dongacha's forehead. With this additional weapon, Dongachas love to charge like angry bulls across long areas. Because Dongachas can change course mid-charge, sidestepping left or right is not sufficient to dodge the path of destruction. When a Dongacha charges, break off all attack or defense and run to the approaching creature's left or right.



BHAZA

These flying Genma are more annoying than worrisome. Their attacks are fairly weak, and their stamina is low enough that they can be destroyed with just a few hits. The problem is in reaching them, because Bhazas are flying enemies. Jacques can sometimes hit them with a Vertical Slash, and Samanosuke must use arrows to knock them from the sky. Once a Bhaza drops in altitude following either of these attacks, quickly defeat it with additional attacks delivered at ground level. The best method to deal with Bhazas is to equip Ako with the Green Vest, and then draw souls from Bhazas flying overhead until they vaporize.

GYARAN

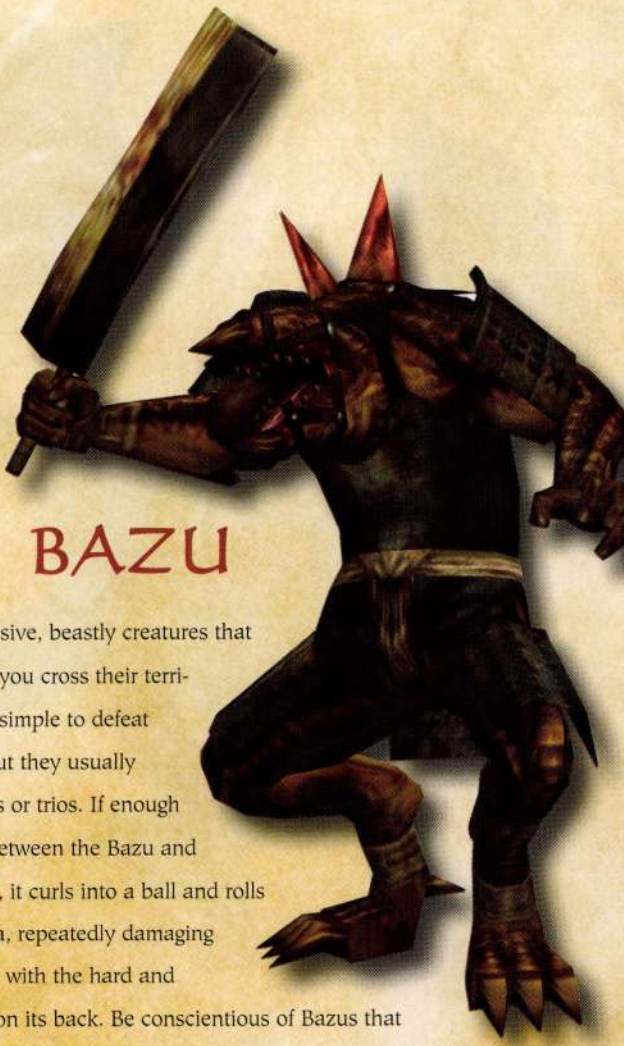


Floating at various heights off the ground, these soul stealers are black spherical creatures composed of multiple cursed spirits. They seek to ingest freed demon souls before an Oni warrior can claim them. Gyaran swoop low to the ground, attempting to fasten onto your character's arm to drain all of the blue color from your magic power gauge.

Jacques can take out Gyarans quite easily with vertical slash attacks, and Samanosuke deals with them best by firing arrows from his bow. However, an incredible soul bonus stands to be gained by allowing a Gyaran to consume as many souls as it wants for a short period of time. Slay all the other Genma in the area, and allow the Gyaran to collect their souls. Then destroy the floating orb and absorb all the souls it releases in one draw for a very healthy bonus. The only catch is that a Gyaran may begin to spin and shrink. When this happens, the soul stealer disappears with all of the souls it possesses. If you allow soul stealers to "hold" those spirits for the time being, you're gambling with your combat winnings.

DORABAZU

Dorabazu are identical to Bazu, except with higher strength and stamina. They are also more skillful with their rolling attacks. When Dorabazu curl up and roll at the player character, they can strike up to three times. Even if you change positions, they can roll toward you again. The best method to deal with Dorabazu is to spot them early and take them out before they can start rolling back and forth. Knock them to the ground with Slash Lifts or Kicks, and then quickly administer a Finishing attack.



BAZU

Bazu are repulsive, beastly creatures that materialize as you cross their territory. They are simple to defeat one-on-one, but they usually appear in pairs or trios. If enough distance lies between the Bazu and your character, it curls into a ball and rolls across the area, repeatedly damaging your character with the hard and pointy spikes on its back. Be conscientious of Bazus that materialize behind you[md]they may begin rolling immediately.

OUIJA

Ouijas are spell-casting Genma that float between two and six feet off the ground. They attack with spells that appear as glowing circles surrounding the player character. If the player does not escape from the glowing circle, it constricts and binds or causes damage. Ouijas cast two types of spells, but each Ouija casts only one type of magic. Blue Ouija spells bind and hold the player character. When trapped, other Genma get an extra chance to attack. If you are caught in a blue magic binding, move the movement controls and press the face buttons on the controller to break free. A blue magic binding breaks up into blue souls, which can be absorbed to replenish the player's magic power. A red magic circle simply causes damage to the player character, and causes him or her to stagger. Ouijas are hard to knock to ground level, so attack by shooting them with arrows or vertical slashes. Try to eliminate Ouijas before other enemies, so that the spell casters cannot help their Genma brethren hack you apart.

BERA

Bera are Genma plants that tend to grow in small alcoves. They purposely block passages to prevent entry into important areas. Bera can be swiftly dispatched with normal attacks, but only with an Oni weapon obtained from an Oni shrine. Samanosuke's Normal Sword and Jacques's Oni Whip have no effect on these creatures. Avoid standing to close to Bera, or they will snap outward and whip you.

NURAUBIS

Nurabis are massive plants grown by the Genma to prevent access to important areas. They attack by thrusting their roots up through the soil, using these to whip at victims. The plant's flower blossom emits poisonous spores that inflict significant damage. Nurabis are not particularly strong plants, but their stamina is such that they can attack many dozens of times while the player character is attempting to destroy them. For this reason, use Magic Attacks and arrows against Nurabis to destroy them more efficiently.

GAME BASICS

This chapter is designed to help you understand the basic functions of *Onimusha 3: Demon Siege*, such as using the menus and interacting with the game environment.

BASIC CONTROLS for MOVEMENT and MENUS

MOVEMENT

Move the player character using the Left Stick or the D-pad. When using the Left Stick, the character moves relative to the onscreen direction. For example, if you want Samanosuke to move right, hold the Left Stick to the right and he moves in that direction. If the camera angle changes, Samanosuke continues moving in the same direction until the Left Stick is moved again. When the Directional Pad is used for movement, the Up button always moves the character forward, the Down button causes the character to slide back, and the Left and Right controls guide the character to turn slowly from side to side. While moving across large areas, using the Left Stick is easier. However, triggering certain combat moves is easier with the D-pad. We recommend moving back and forth between the Left Stick and the D-pad, depending on the situation.

PAUSE

Press SELECT during the game to bring up the Pause menu. The three options on this menu allow you to resume play, exit to the main menu, or configure game options. Game time accumulates and becomes a factor in the overall ranking awarded for the game. If you need to stop playing for a few minutes, enter the Pause menu before leaving your console.

Sub Screen/Skip Event

The Sub Screen displays the character's equipment, consumable items, key items, files and maps, and allows you to change weapons or use recovery aids and power ups. Open the sub screen any time during game play by pressing START, except for times when the character is attacking, defending, taking damage, or lying on the ground. Press START again to exit the sub screen. During in-game scenes and events, press START to skip the dialog. Scenes cannot be skipped until they have been viewed at least once.

CHECK/DECIDE

Press ✕ to search the environment, speak with NPC characters, open doors, and confirm choices. The button's use changes depending on the character's location and the current circumstances.

ATTACK

Press □ to perform the character's basic attack action against the nearest enemy character. When pressed in combination with R1 or the movement controls, the character performs other attacks.

ABSORB SOUL

When Genma enemies are defeated, souls appear. Press and hold ○ to absorb enemy souls.

USE MAGIC/CANCEL

Press △ to execute a magic attack when the character is equipped with an Oni weapon. The character must have magic power remaining in the power gauge to perform a magic attack. While viewing menus, maps, or documents, press △ to quit and return to the previous screen.

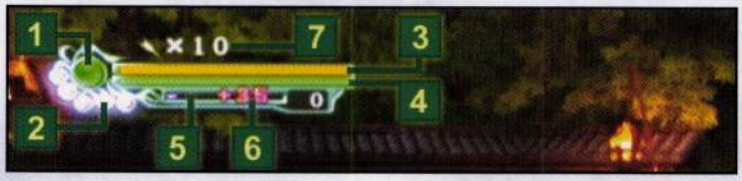
DRAW WEAPON/CHARGE WEAPON

Hold R1 to raise the character's weapon in preparation for an attack. Holding R1 allows the character to "lock on" to an enemy or a target object. When Ako appears a short time into the game, she acts as a lock-on marker and flies over the head of the targeted enemy. Move the Right Analog Stick while holding R1 to switch locked targets. To charge a weapon for extra attack power, hold the R1 button very tightly.

180° TURN

Press R2 to make the character spin around completely and face the opposite direction. This is useful in situations where there is an urgent need to escape from enemies or traps. This command is most practical when the player is more comfortable using the D-pad to move. If you are using the Left Stick to move, there is little need for this action.

SCREEN LAYOUT



1. **Oni Orb:** Color indicates weapon equipped.
2. **Purple Orbs:** Collect five to enable Onimusha mode.
3. **Power Meter:** Indicates the amount of life remaining. Begins to flash red when reduced to 25% or less. Extend the length and max amount of life by using Power Jewels.
4. **Magic Power Meter:** Indicates the amount of magic power remaining in the currently equipped weapon. Begins to flash when reduced to 25% or less. Extend the length and max amount of magic power by using Oni Jewels.
5. **Red Soul Bar:** The amount of red souls accumulated. When multiple lines accumulate, the number to the right indicates the number of full lines in addition to the one currently displayed.
6. **Red Soul Bonus:** After absorbing a quantity of souls, a bonus amount is awarded. The number is displayed momentarily over the red soul bar.
7. **Arrows (Samanosuke only) or Grenades (Michelle only):** When Samanosuke is the player character, the number's color indicates the type of arrows equipped, and the amount of that type remaining. When Michelle is the player character, indicates the amount of Grenades remaining.

MAP VIEW

Press and hold L2 for roughly one second to view the map of the surrounding area. The character can view the current area, as well as areas previously visited. If a map of the area is obtained, then all areas of the stage can be viewed, even before you visit them.

GUARD

Hold L1 to deflect enemy attacks. Any enemy attack can be deflected. However, deflecting certain enemy attacks causes the character to stagger badly, during which time the enemy may attempt a second attack. Release L1 and press it again to reaffirm the character's guard.

CHANGE LOCK-ON/ONIMUSHA MODE

While holding L1 and locked onto a foe, move the Right Analog Stick in various directions to switch targets. When five purple orbs are stored in the status bar, press down on the Right Stick until it clicks to enter Onimusha mode.

BASIC EXPLORATION TECHNIQUES

Thoroughly searching and exploring an area is all part of the *Onimusha 3* experience. By examining the environment, you'll find all the helpful items you need, plus documents and messages with important clues about where to search next.

Onimusha 3 is also a very expansive game, requiring well over 10 hours to play for the first time. If you spend your time searching every nook and cranny, that amount of time will most likely double. You must narrow down your areas of search. Look for books, maps, scrolls, and other objects that stand out slightly from their surroundings. Most items are contained in various types of item boxes, and those are described further below. Also, it is worth your time to speak to people while visiting towns.

SPEAKING TO PEOPLE

When visiting a flourishing human settlement such as Sakai, you may speak to people walking the streets simply by walking up to them and pressing ✕. Conversations with NPCs advance when ✕ is pressed repeatedly.

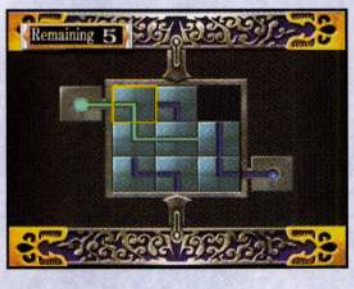
ITEM BOXES

Items are usually contained in boxes or containers of some sort. Look for red item boxes displayed openly, as well as partially hidden behind obstructions. On occasion, items are not contained in boxes at all, but are displayed as objects in the scenery. Very quickly, you must learn to recognize helpful scrolls and books.

Very rarely, an item will not be contained in a box or be plainly visible, but will be lying on the floor or on a table or shelf. Usually the item will glitter to indicate that you should search that area.

PUZZLE TREASURE BOXES

Puzzle Treasure Boxes are special item boxes that usually contain power-ups, such as Power Jewels and Oni Jewels to extend the length of the characters' gauges. They may also contain Wood Charms or Statue Charms that prevent the character from dying.



To obtain the item inside the Puzzle Treasure Box, you must solve a tile puzzle on the latch. To slide a tile, select one that is next to a vacant space and press ✕ to slide it over. The goal is to create a glowing line from the dot on the left to the dot or dots on the right. Each Puzzle Treasure Box allows for only a certain number of moves in which to align the tiles properly, or the puzzle is failed.

Because Puzzle Treasure Boxes contain power-ups and extra weapons and items, solving these is not necessary to complete the game. If attempting to solve a puzzle on your own is taking far too long, it's better to leave it alone until a replay. However, solving all the Puzzle Treasure Boxes during the game unlocks an additional puzzle mini-game. Solutions for Puzzle Treasure Boxes encountered during the game are contained in this guide's Walkthrough chapter. Solutions for the mini-game puzzles are contained in the Genma Puzzle Space chapter.

OTHER PUZZLES

The game also includes tricky puzzles that are based on objects in the environment. For instance, at Mont-Saint-Michel Jacques must solve a puzzle that requires him to slide over tiles in a certain order. Later, he must memorize and press a series of PlayStation 2 controller buttons and input them in the correct order to remove a lock from a door. Whatever the situation may be, solutions to these riddles are contained in special sections within the Walkthrough.

GENMA SEALS

In some areas, the Genma have sealed important items inside rooms by using magic locks. These seals can be removed by examining the door with the proper Oni weapon equipped. The color of the seal indicates the weapon to use. Change the character's equipment until the Oni Orb in the status bar in the upper left corner of the screen matches the color of the seals on the portal. The number of seals on the door indicates the required level of the weapon. For example, if you encounter a door with two light green seals (such as the one at the Zoo), then you must enhance the Kuga weapon to level 2, and then examine the door with the Lv2 Kuga equipped to break the seals.

BOOKS AND PICTURES

With careful searching, you will find helpful document objects, such as books and scrolls, lying on shelves and benches. Sometimes these files are displayed for immediate reading, but other times the file goes directly into the character's inventory. To view them, you must enter the Sub Screen and select the appropriate file. The titles of previously read files are white, and new unread files are yellow. Books and scrolls often contain important clues on where to search and explore next, as well as interesting background information on the war between the demons and the Oni clan.

KEY ITEMS

Continuing from the current stage into new territory usually involves finding some means to overcome an obstacle that the Genma have set in your path. Most often the obstacle is some kind of locked

door. You must search the area for what is called a "key item" in order to unlock this obstacle and move on.

When found, key items are kept in the "Item" section of the Sub Screen, where they are also described briefly if you highlight them. Once you possess a key item, return to the door or obstacle and open the Sub Screen. Highlight the key item that you suspect will work, and press ✕ to use it. If the key item fits into whatever you are facing, then the obstacle is removed.

RECOVERY ITEMS

Items that refill the power gauge or the magic power gauge are also stored in the Item menu. To use a recovery item, enter the Item menu, select the appropriate aid, and press ✕ to use it. You cannot enter the Sub Screen if you are suffering hits, or if you get knocked flat on the ground. The best way to use health items is to place some distance between you and your enemies prior to opening the Sub Screen. If you return to the game after using a recovery aid just in time to take another hit, then you are not using health aids wisely.

Recovery items are plentiful if you know where to look. However, the game is extremely long. Try not to use recovery items every time you suffer a few hits. Your restorative items must be conserved for major battles with boss monsters, when yellow souls and other means of recovering your health aren't as readily available.

The power gauge's length indicates the current character's total amount of life, and the yellow section indicates the amount of life remaining. Using Power Jewel items can extend the power gauge's length, and therefore increases the number of attacks the player character can suffer before dying. As the meter grows, lesser health items such as Herbs restore a reduced percentage of the yellow meter.

Playing the game once is not enough. In higher difficulty levels, additional recovery items become available. Additionally, Ultra Med items are only available when a new game is started with Ultimate Mode enabled, as described in the Secrets chapter.

Herb: Restores a small amount of health.

Salve: Same function as Herb in the present-day time period.

Medicine: Restores a medium amount of health.

First-Aid Kit: Same function as Medicine in the present-day time period.

Secret Med: Restores a most of the character's health.

Ultra Med: Restores all health and all magic.

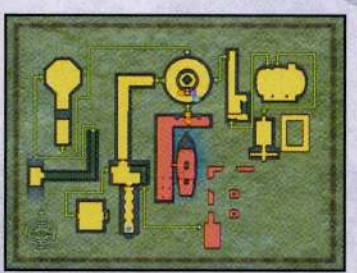
Oni Med Lv1: Restores a small amount of magic power for all weapons.

Oni Med Lv2: Restores a medium amount of magic power for all weapons.

Oni Med Lv3: Restores large quantities of magic power for all weapons.

AREA MAPS

Upon entering a new area, you can view an overhead outline of your surroundings by pressing Down and holding L2 for more than one second. On this outline, the character's position is displayed in the form of a small arrow. Refer to the map often to be certain that you have not missed a side corridor or a portion of the current area before moving on to the next.



One of the first few item boxes in each area usually contains a map of the region. With this item in your possession, you can view areas that you have not yet explored. This helps determine where to explore next. Also, obtaining the map item permanently records the stage in your "Map" submen, for handy reference later. If you leave an area without obtaining a map, you cannot review the area in the Map menu.

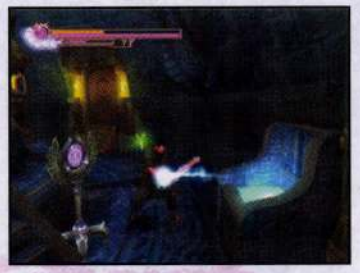
PROTECTIVE MIRRORS & MAGIC FOUNTAINS

The characters encounter Protective Mirrors throughout the game. At these locations, you can save your current location and inventory to a memory card, or use the red souls absorbed from defeated enemies to enhance your weapons' powers. The Training menu is also available, wherein you may improve your combat skills by mastering special techniques. Examine a Protective Mirror with ✕ and choose from the available options.

The "Enhance" option allows you to improve weapons, armor, and the Oni Gauntlet when the character has amassed enough red souls. Equipment upgrades aren't possible until you have acquired 5000 or more souls, so don't worry about enhancement until at least five lines are collected in the red meter at the bottom of the status bar. When enough souls are injected into one of the Oni weapons, it will grow in size, power, and magic ability. You'll be aching to improve your armaments during the first half of the game, and defeating the demons in the second half absolutely requires the use of advanced weapons. Check the Weapons and Armor chapter to determine the amount of souls required to raise each equipment piece.

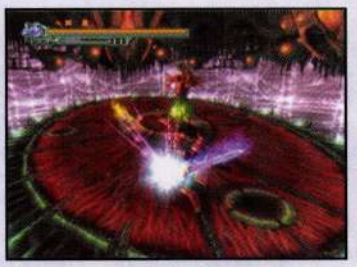
Using the "Train" option exits to the Training menu. In training, you can undertake special missions where the objective is to master an attack action. Sometimes, enemies appearing in the training session can be affected only by one specific attack move. At the start of the game, three training sessions are already available. By finding training scrolls located throughout the game stages, more training sessions become unlocked. Training sessions occur in three difficulty settings: Beginner, Intermediate, and Advanced. Complete each training session at all three levels to win valuable extra items, such as Power Jewels, Oni Jewels, and even Ako's Purple Vest. Completing all of the training sessions during the game unlocks an additional training mini-game.

Magic Fountains are few and far between in the game. At these rare locations, blue energy emanates freely from a holy wellspring, and your character can refill his Magic power gauge by absorbing from this fount. These locations are marked on the maps in game as well as on the maps in this guidebook. If you are in the vicinity of a Magic Fountain, feel free to use magic attacks and consume magic power more liberally, because a refill station isn't far away.



SOULS

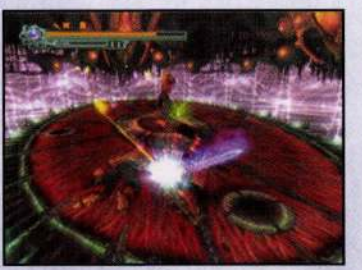
Whenever a character possesses an Oni Gauntlet or a Soul Bracelet, he or she becomes able to see the brightly glowing souls Genma enemies leave behind when defeated in battle. These items allow the character to absorb the souls. Souls have a variety of purposes, depending upon their color.



SOUL TYPES	
Yellow Souls	Refill the power gauge.
Blue Souls	Refill the magic power gauge.
Red Souls	Use to enhance equipment.
Purple Souls	Enter "Onimusha" mode.

YELLOW AND BLUE SOULS

Absorbing yellow and blue souls during battle is the best way to keep your character healthy and at full power. Quickly absorb these energies when they're released in battle to conserve health items for important boss battles late in the game.



PURPLE SOULS

Purple souls appear in respect to your excellence in battle. After inflicting a major amount of damage to a single foe with one attack, a purple soul appears. When absorbed, each of

these souls fills one of the circles around the outer left portion of the status bar. When you've collected five purple orbs, "Onimusha" mode becomes available. To enter Onimusha mode, press down on the Right Analog Stick until it clicks (R3). In Onimusha mode, the hero temporarily becomes a super-being, invulnerable to damage. All attacks inflict greater damage, and the character gains an additional magic attack. Onimusha mode lasts until the purple bar in the status meter is exhausted, at which point the character returns to normal mode.

RED SOULS

Red souls are displayed in two ways: The "total" number of red souls collected and the "current" number. The current number can be viewed in the third meter of the status bar in the upper left corner of the screen. As you absorb red souls, the bottom line fills with red. The number to the right indicates how many full lines of red souls you have collected, in addition to the line currently displayed. As you inject souls into your weapons to enhance them, this line is depleted. The total number of souls collected is a factor in determining your overall game ranking.

SOUL BRACELET

Michelle can also absorb all types of souls, but only with the help of a Soul Bracelet. One of these is usually located in a treasure box near Michelle's starting position, whenever she takes over the adventure. When the main control of the game shifts back to Samanosuke, Michelle usually drops the Soul Bracelet on the ground near her departure point. Obtain the Soul Bracelet and examine it in the menu to view the number of souls contained within. Press ✕ to add the souls Michelle collected in the Soul Bracelet to Samanosuke's total.

BONUS SOULS

Bonus amounts of red souls are added to the current number when many red souls are injected at one time. Because absorbing souls while active demons are nearby is not safe, kill every enemy in the area and then absorb all their souls at once for the ultimate bonus. By injecting many souls at once, enhancing weapons and armor becomes much easier. Note that soul bonuses in the Dark Realm arenas are greatly reduced compared to soul bonuses in normal areas of the game.

SOUL ABSORPTION BONUSES

Normal Area	Bonus	Dark Realm	Bonus	Normal Area	Bonus	Dark Realm	Bonus
1	+0	1	+0	21	160	21	65
2	10	2	0	22	170	22	70
3	15	3	0	23	180	23	80
4	20	4	0	24	190	24	90
5	25	5	0	25	200	25	100
6	30	6	0	26	220	26	110
7	35	7	0	27	240	27	120
8	40	8	0	28	260	28	130
9	45	9	0	29	280	29	140
10	50	10	+10	30	300	30	150
11	60	11	15	31	340	31	160
12	70	12	20	32	380	32	170
13	80	13	25	33	420	33	180
14	90	14	30	34	460	34	190
15	100	15	35	35	500	35	200
16	110	16	40	36	600	36	250
17	120	17	45	37	700	37	300
18	130	18	50	38	800	38	350
19	140	19	55	39	900	39	400
20	150	20	60	40+	1000	40+	500

COMBAT

Welcome to "Samurai Training." This chapter discusses the combat system in the game, as well as the strategies you must adopt to thwart Nobunaga's evil plans. Try to play the game on your own for a while before plunging into this chapter, so that you can gain a better understanding of what is being described. If you find the game to be pretty challenging, all the wisdom required can be found herein. Once you've implemented these techniques into your strategy, you will clear area after area without taking a hit!

BLOCKING ATTACKS

Before learning any sort of combat moves, all samurai are thoroughly schooled in the art of defense. Defending against attack is always more important than risking your health to damage enemies. Keep your left forefinger positioned over L1 at all times. You'll be surprised at just how fast characters can raise defenses to block an attack. However, keep in mind that boss enemies and demons that are taller than humanoid size usually have a few attacks that cancel guard. Reaffirm your defense by releasing L1 and pressing it again.

AUTO-FACE WITH BLOCKING

Whether an enemy attacks you from the front, the side or the rear, characters deflect attacks from any direction when L1 is pressed. While you're slashing at one monster, if another moves in to attack from behind then stop fighting and hold L1. Not only will you deflect the attack and cause the enemy to reel backward a step, your character also faces the new attacker—counter strike!

AIMING

When ● is pressed, characters automatically target and attack the nearest enemy. When the first enemy has been killed or knocked to the ground, continue pressing ● to continue attacking the next closest enemy. You do not need to continue holding R1 throughout the battle. Instead, use R1 only to perform special moves or to charge the weapon. If you are locked onto an enemy across the room when other foes are positioned much closer, rotate the Right Stick until Ako moves over the head of the closer enemy.

CIRCLING FOES

While holding R1, shift the movement controls left or right to circle the locked target. Normally Samanosuke or Jacques circles the enemy very slowly. However, if you quickly double-tap the D-pad or yank the Left Stick in a direction, the character slides several feet in a circle. Practice and perfect your sliding moves so that you can step away from attacks, rather than using your guard to defend yourself. This way, you remain capable of striking any time, from any side.

KICKING

Press the D-pad Down and ● simultaneously to perform a kick. While this is hardly a killing stroke, the kick is extremely effective at knocking down enemies. If the enemy strikes a wall during the attack, it suffers twice the amount of damage. While an enemy is down, render a finishing move to the prone demon or deal with other hostile elements in the vicinity. Use kick attacks to give your character some room to maneuver. Genma rush in when your sword is swinging, but when the feet start flying, watch them scatter!

FINISHING MOVES EXPLAINED

As mentioned previously, all characters perform some variation of finishing move. This attack inflicts twice the damage of any other. When an enemy has been knocked to the ground, it will lie still for several moments in a "fainting" position. Stand directly over the prone enemy and remain perfectly still for a split second. Press ●, and your character plunges a weapon through the enemy's heart. The easiest way to set up an enemy for a finishing move (i.e., knock them flat on the ground) is to perform a kick attack, a slash lift attack, a running attack, or a charged attack. Finishing moves vary in style from character to character, and even from weapon to weapon.

RUNNING ATTACKS

While running toward an enemy for five or more steps, press ● to perform a running attack. The character's forward momentum carries through into the attack, and most humanoid-sized enemies are sent flying by the sheer force of collision! Improving your weapons' levels increases the power of running attacks.

FIGHTING GROUPS

Historically, the samurai were known for their expertise in combating multiple enemies simultaneously. This is why the heroes of *Onimusha 3* are continually forced to enter situations where they are outnumbered. To master the game, you must learn to overcome this constant imbalance in enemy-to-player ratio.

Western combat ideology often promotes a one-on-one approach to fighting. You will hardly survive this game with that attitude. You must fight the entire enemy set at once. Do not focus on killing a single enemy, but rather in damaging each enemy a little until all are weak enough to be dispatched. Do not use weak slashing attacks to go after a single foe, while others circle around to attack you from behind.

The best strategy is to knock all the enemies to the ground as quickly as possible. When most of your foes are lying flat, you have more room to kill the one left standing, or to perform finishing moves on downed foes without fear of attack from behind. To knock foes on their backs, you must use running attacks, slash lift attacks, kicks, and charged attacks. Even if you must knock down the same demons twice or even three times, finishing off a demon only occasionally, the important idea is to fight without leaving yourself open to significant damage.

Defeating the game's final boss requires most of the health items found on the journey. Try not to waste too many restorative items recovering from fights against insignificant foes.

ARCHERS

Minions equipped with bows and arrows tend to complicate things. First off, Archers usually position themselves in spots that are hard to reach with swords or spears. Archers usually stand behind soldiers, supporting their evil comrades with volleys of arrows to suppress your character's efforts. This strategy is attributed to Nobunaga's historical campaign, so you must learn the deadly effectiveness of Archers before it causes your adventure to end abruptly.

Focus on eliminating Archers first. Run past foes armed with swords and regular weapons, and attack the Archers fast and hard. Just be sure to watch the Archers carefully, and press L1 if they shoot. Archers are usually poorly protected, and they die more easily. When the Archers are gone, characters are safe to engage in extended melee with sword-carrying demons.

Other times, Archers perch in high, out of reach locations, such as rooftops and balconies. One way to deal with these situations is to use the wind magic of the Shippuu, which obliterates enemies up high as well as on Samanosuke's same level. But because this weapon disappears from Samanosuke's inventory shortly into the game, make crafty use of the bow and arrows. Hold R1 and press ✕ just long enough to make Samanosuke aim at an Archer perched high, and quickly release ✕ to fire. If you hold ✕ too long, Samanosuke turns to aim at enemies on the ground.

Jacques's vertical slash attack allows him to deal with Archers in the same manner. The vertical slash attack is performed more easily by pressing R1 + ✕ rather than by using the Attack button. However, Jacques's ability to defeat Archers extends only to the length of his whip. Some Archers are simply too high for Jacques to reach.

LARGE ENEMIES

Larger enemies, such as Gachas and Fugakus, leave the impression that they are slower than other foes, and this is true for the most part. But what giants lack in speed, they usually make up for in attack radius and strength. When more than one oversized foe is present, use magic attacks to level the playing field. If all the magic power of one Oni weapon drains, equip a different weapon and continue using magic until the larger foes are destroyed. Defeat the smaller enemies with normal and charged attacks, and try to regain magic power by absorbing blue souls.

When your magic is completely out, and no magic recovery items are available, the key to defeating larger enemies is to use charged attacks. The higher you can charge your attacks, the better. Enhance the Oni Gauntlet as soon as possible to increase the charging level of all weapons. Although the Chigo or Hyosai are the best weapons to use against oversized monster types, even the smaller Tenso swords become powerful enough to topple gargantuan foes when charged attacks are properly utilized.

PRIORITIZING ENEMIES

When charging into battle against more than one type of enemy, pick one to attack before all the others. Determining where to start when hacking through a crowd requires a keen intuitive sense of which enemy poses the greatest threat. Also, there are some unwritten, overlapping rules by which to fight:

1. Slay Archers and other foes that fire projectiles before all other enemies. The problem with enemies that "shoot" is that they can hit you anywhere you stand, and this can interfere while you try to deal with closer enemies. Run past the ranks and single out the shooters for quick execution. This rule also goes for flying Bhaza demons. Fire arrows to slay Bhazas, firing occasionally at ground enemies just to keep them from attacking.
2. Eliminate large Genma before small enemies, using magic if necessary. For example, a Gacha may seem to be rather stationary and harmless at first, but if you spend too much time dallying with a batch of Swordsmen then the larger demon will soon approach and make combat extremely difficult.
3. Eliminate demons that move really fast and attack frequently before large and slow demons. A Fugaku advances on the player character more slowly than Dorabazus, which roll across the ground at frightening speed. Although you may attempt to run past the Dorabazus, they continually pursue you until they have caused damage. Allow the Dorabazus to come to you, and eliminate them quickly so that you have room to move when the slower Fugaku finally reaches the character.

MAGIC ATTACKS

Samanosuke and Jacques can launch unique magic attacks from their Oni weapons. Each blade has its own magic power gauge. Magic attacks can be performed as long as magic energy remains in the meter. When one weapon is depleted, switch to another weapon with full magic power and continue performing magic attacks as needed. Follow this strategy whenever there are numerous oversized Genma in the room, or against any of the boss enemies.

Each magic attack consumes so much magic energy that you cannot rely on them to bail you out of every situation. For instance, in a boss fight you can use up all of your magic by launching attack after attack, until you blow through all the magic in all your weapons. Most boss enemies are designed so that you cannot possibly have enough energy to defeat them with magic alone. How do you know when it is wise to use magic energy and when to save it?

Aside from conserving magic power for the next boss encounter, use it when the game places you into a situation that is very bad. After an event or upon entering a room, powerful enemies instantly surround. By all means, use magic power in such cases. If not, the character could sustain a lot of unnecessary damage. Reserving the magic power stored in the gauges for the next boss fight is a good strategy, but it is futile if you never live to see that fight.

CHARGED ATTACKS

Samanosuke and Jacques can increase their regular attack power charging the attack beforehand. To charge an attack, press and hold R1 tightly. Each Oni weapon except for the Raizan, Enryuu, and Shippuu that Samanosuke owns at the beginning of the game can be charged up to level 1. Oni weapons can be charged higher if you enhance the level of the character's Oni Gauntlet.

Although charging a weapon to the third level takes only a short time, in the heat of combat this might be way too long. To successfully charge a weapon, do whatever you can to clear some room. Back away from enemies as far as possible. If there's no room, knock all the enemies down with running attacks or kicks. Or best of all, circle the enemy while gripping R1 by sliding left or right repeatedly. This way, you are still in close proximity to your foe and can unleash the charged attack when ready.

CRITICAL HITS

With the proper timing, the character can inflict a Critical hit on one or multiple enemies. Like the samurai depicted in classic Kurosawa films such as *Sanjuro* and *Yojimbo*, one crucial and well-timed attack is all it takes to win the battle. Attack at the moment that your enemies think they can attack, and like a true samurai your character will expose their weakness with a Critical. A Critical is a unique attack where the entire screen flashes with light, and the enemy is eliminated with a single stroke. Plus, any foes standing directly left or right of the target enemy are also eliminated. Press ● again while the screen is alight, and the character may perform an additional Chain Critical that strikes another nearby foe.

Triggering Critical hits at will can be a bit frustrating at first. The easiest way is to raise your guard at the moment the enemy swings. Blocking its attack, press ● while the sound of swords clashing still rings in the air. This is another method of performing a Critical, known as the Deflect Critical.

The number of Critical hits scored is part of your overall ranking in the game, and it is also the subject of several training sessions. Obviously, this is quite an important aspect of the game that must be mastered. In fact, there is an entire game mode where the only way to cause damage is with a Critical, so practice hard!

ONIMUSHA MODE

After absorbing five purple souls, press down on the Right Analog Stick until it clicks R3 to enter "Onimusha" mode. In this state, the character is invulnerable to attack and strikes enemies with extra-powerful blows. Pressing △ while in Onimusha mode triggers a powerful area attack, which eliminates Genma on all sides within a close radius. Onimusha mode lasts only a short time. Afterward, you must collect five more purple souls to enable this mode again. Purple souls are the largest and the heaviest of souls, and the hardest to absorb. To draw them into the gauntlet more easily, move to their location. Reserve Onimusha mode for times when multiple oversized foes are attacking from all sides, or for battles against boss enemies.

SAMANOSUKE'S EQUIPMENT

NORMAL SWORD

Samanosuke's favorite samurai katana, an heirloom apparently passed down through his family. Without magic power and minus the ability to charge attacks, this weapon holds little power against the supernatural monsters of the Genma army. Equipped with the Normal Sword, Samanosuke performs a four-move slashing combo when ● is pressed four times.

RAIZAN

Samanosuke returns to the Genma battlegrounds with this weapon still in his possession from *Onimusha: Warlords*. The legendary sword of lightning is rather normal in shape compared to the others. While the lightning attack typically stuns opponents for a few seconds, the sword itself does not inflict as much physical damage as the other weapons. The Raizan is not capable of charged attacks.

ENRYUU

The Enryuu also makes a return appearance after being a weapon of choice in Onimusha: Warlords. This flaming broadsword is a heavy weapon, and its wings a bit slower than the others. Yet the benefit is that Samanosuke can knock enemies to the ground with just a jab or an uppercut, and then quickly finish them off. The Enryuu's magic attack engulfs an enemy in flames. Samanosuke cannot perform charged attacks with this weapon.

SHIPPUU

The Shippuu is the third weapon returning briefly from *Onimusha: Warlords*. This naginata–style weapon is a dual-bladed spinning nightmare that Samanosuke wields with amazing skill. Because the blades are light and small, single hits of this weapon afflict less damage. However, each attack inflicts multiple hits. While the weapon is incredibly fast to use, powerful uppercuts are more difficult to perform, and attempting a finishing move is nearly impossible. However, the wind attack of the Shippuu is the most devastating in Samanosuke's arsenal at the start of the game. Samanosuke cannot charge attacks with this weapon.

TENSO

These are twin swords that channel the power of light into devastating magic attacks. The Tenso are located in a shrine hidden under the monument on the outdoor grounds of the Arc de Triomphe. While equipped with these golden blades, press ● repeatedly to perform a highly stylized five-move sword dance while attacking enemies. The light attack of the Tenso is a high-powered magic assault, yet it affects only one enemy.

KUGA

The Kuga is an extended sword that embodies the power of air. The orb enabling this weapon is located in the cathedral of Notre Dame. Its length allows for serration of several enemies grouped together or in a line. Of all Samanosuke's weapons, this is the easiest with which to perform the tricky "Ten Slash" attack. Press ● repeatedly to execute three broad chops followed by a heavy spin slash attack that sends humanoid-size enemies flying. The Kuga's magic attack is an air blade fired directly ahead, slicing all enemies in a straight line in front of Samanosuke. When the weapon is raised to level 3, Samanosuke creates two air blades instead of just one.

CHIGO

Chigo Lv1

Chigo Lv2

Chigo Lv3

This powerful battle-axe of the Oni clan is imbued with the power of volcanic earth. Samanosuke finds the Chigo located in the Undersea Temple of the Oni. The Chigo is a very heavy weapon, and therefore it is slow to swing. However, the axe's weight causes such high damage per hit that the weapon's drag is worth the trouble. The Chigo's magic attack causes molten lava to erupt from the ground under all enemies in a short radius surrounding Samanosuke, no matter where they stand. When the Chigo is charged for an attack, Samanosuke launches into a spinning attack and whirls after enemies. The forward pull of the weapon is so strong that Samanosuke seems unaffected by enemy attacks, although he still takes damage. While this is the weapon of choice against all oversized foes, the Chigo may be too slow to employ against more nimble enemies.

BISHAMON SWORD

The Bishamon Sword is the ultimate blade of the Japanese god warrior Bishamon, who is historically credited with slaying all the demons in Japan. Though Samanosuke previously obtained this weapon at Inabayama castle, the Genma have stolen it again and sealed it in the Dark Realm at Honnoji Temple. The Bishamon Sword is a unique weapon so powerful that most foes cannot withstand any more than three attacks. Although the Bishamon Sword is not capable of charged attacks, Samanosuke won't miss them. Pressing △ triggers a spin-slash attack that kills most foes instantly. Since the Bishamon Sword is not dependent on magic power, this power attack is always available.

ONIMUSHA SWORD

Granted to Samanosuke by the Oni gods to defeat the king of the Genma. The Onimusha Sword is a cumulative weapon that draws its power from the combination of the Tenso, the Kuga, and the Chigo. The levels of these three weapons determine the attacking power of the Onimusha Sword. The Onimusha Sword is capable of charged attacks, depending on the level of the Oni Gauntlet. Pressing ○ triggers a normal slashing attack, whereas pressing △ instigates a leaping chop attack that carries the Pure Onimusha directly to its foe.

GENMA SAMONJI

The Genma Samonji is Nobunaga's weapon, forged with the power of pure evil. During the final confrontation with the Genma King, absorb the evil power of this discarded sword to obtain the Genma Samonji. With this, it may be possible to finally defeat Nobunaga with his own weapon.

RED ARMOR

Red Armor Lv1

Red Armor Lv2

Red Armor Lv3

This suit of armor presented to Samanosuke by his uncle Mitsuhide at Honnoji Temple is a special Oni armor that can be upgraded for better fit and protection. As the level of the Red Armor is raised, the appearance changes and the amount of damage received from attacks is slightly reduced.

ONI GAUNTLET

Oni Gauntlet Lv1

Oni Gauntlet Lv2

Oni Gauntlet Lv3

This gauntlet of the Oni clan is a symbiotic weapon that enables Samanosuke to use Oni orbs and weapons to battle the Genma and absorb their souls. As the level of the Oni Gauntlet is enhanced, the Gauntlet enables Samanosuke to charge weapons to higher levels, making charged attacks more powerful. A higher-level gauntlet allows Samanosuke to prevent soul-grabbing enemies, such as Gyaran and Genma Ranmaru Mori, from stealing souls.

Samanosuke's Equipment Levels

WEAPON	EASY		NORMAL		HARD		DEVILISH	
	LV2	LV3	LV2	LV3	LV2	LV3	LV2	LV3
Tenso	5000	11000	5000	11000	6000	13000	6000	13000
Kuga	6000	11000	6000	11000	6000	13000	7000	13000
Chigo	6000	11000	6000	11000	7000	13000	7000	13000
Red Armor	6000	13000	6000	13000	7000	14000	8000	15000
Oni Gauntlet	5000	11000	5000	11000	5000	11000	6000	12000

ICE ARROWS

When an ice arrow is fired at an enemy that is weak to the point of death, the foe is frozen on the spot. A simple tap with a sword shatters the enemy into a thousand pieces.

NORMAL ARROW

These standard wooden-shaft arrows pierce enemies, but do little damage.

ELECTRIC ARROWS

Electric Arrows cause small amounts of shock damage, but also bind enemies, holding them captive in a standing position. While an enemy is bound helpless, take it apart with sword attacks.

FLAME ARROWS

These fiery projectiles briefly set enemies afire, causing additional damage while the flames endure.

SOUL ARROWS

While a Soul Arrow juts from a Genma's organs, every subsequent attack on that monster releases additional souls, including red, yellow, blue, and even purple souls. Use Soul Arrows during boss fights to replenish lost health and magic power.

JACQUES'S EQUIPMENT

45 AUTOMATIC

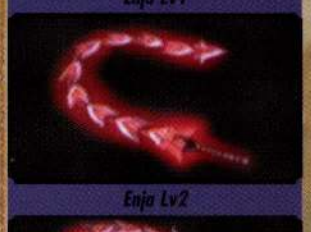
Though not a weapon that Jacques can equip, his trusty 45 caliber automatic pistol is always strapped to his hip. During his finishing attacks, Jacques steps on enemies and blasts them with the 45. He also uses this weapon to attack during his Oni Bind-Shoot move.

MODEL 90

Jacques's custom submachine gun fires special armor-piercing bullets in bursts of 20 shots per two-second release. Hold L1 while equipped with the weapon to aim, and then press ● to fire. Hold ●until the burst ends, and then release and hold again to fire another round.

ENJA

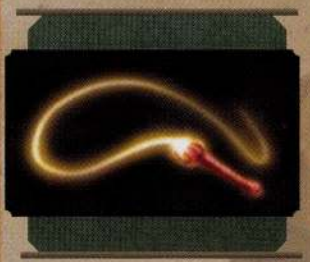
Enja Lv1


Enja Lv2

Enja Lv3

The Enja sword's blade segments and extends to function like a whip. Press ● repeatedly to swing the whip in all directions in front of and to the sides of Jacques, ending with a powerful lashing on the fourth attack. This red sword-whip allows Jacques to unleash fire magic attacks on a single foe. At maximum level, the Enja extends the longest of all Jacques's weapons. The Enja is obtained from the Enja shrine in the Mt. Hiei area.

ONI WHIP



This holy whip given to Jacques by the Oni is an extremely basic training weapon. Jacques obtains this weapon in the Mt.Hiei area soon after he is transported to the past. No matter the level of the Oni Gauntlet, this weapon can only be charged to level 1. It owns no magic powers. Although this is a weak tool, Jacques can still use it to perform some of the Oni Bind moves.

RAISEN

Raisen Lv1

Raisen Lv2

Raisen Lv3

The Raisen is a spear that also acts as a whip. Press ● five times to perform a series of piercing jabs, followed by a powerful spinning bash. With this weapon, Jacques can use lightning magic. Press ▲ to throw a bolt of blue lightning across the ground, decimating all foes directly in front of Jacques. As the level of the weapon improves, the width of the lightning spell increases. The Raisen is located in the blacksmith shop in the Town of Sakai.

HYOSAI

Hyosai Lv1

Hyosai Lv2

Hyosai Lv3

This weapon is part morning star, part mace. The Hyosai is the hardest hitting of Jacques's weapons. However, the weighty ball at the end of the chain is extremely slow to swing. Press ● repeatedly to perform a three-strike series of swinging attacks that usually bashes most foes into the ground. The Hyosai bears the ability to freeze enemies with ice magic. As the level of the weapon increases, the radius of the ice attack and the number of enemies turned to ice increases. The Hyosai is located in the Undersea Temple of the past.

SA COAT

SA Coat Lv1

SA Coat Lv2

SA Coat Lv3

This bulletproof trench coat serves as armor for the police officers in Jacques's unit. The SA Coat can be enhanced through the use of red souls. As the level of the SA Coat rises, Jacques suffers reduced damage from enemy attacks.

ULTIMATE WHIP

Long ago, this great whip was sealed in the Dark Realm by the Genma and forgotten. Located in the Honnoji Temple Dark Realm, the Ultimate Whip functions exactly like the Oni Whip in attack style. However, the Ultimate Whip can be charged as high as the level of the Oni Gauntlet, making Jacques capable of throwing even oversized enemies, such as Gachas and Zmohs. While the Oni Bind-Bind move cannot be used with the whip, Jacques doesn't mind. The Ultimate Whip performs a devastating attack when ▲ is pressed, defeating even the strongest enemies and bosses. Because the Ultimate Whip does not require magic power, this attack is always available.

ONI GAUNTLET

Oni Gauntlet Lv1

Oni Gauntlet Lv2

Oni Gauntlet Lv3

A gauntlet of the Oni clan, this symbiotic weapon enables Jacques to use magic orbs and weapons against the Genma, and to absorb their souls. Jacuqes obtains this gauntlet soon after he is transported to Mt. Hiei in the past. As the level of the gauntlet is enhanced, Jacques becomes able to charge the three Oni whips to higher levels. Improved levels also give the gauntlet greater soul absorption power, allowing Jacques to compete with soul-grabbing enemies in a tug of war for souls.

Jacques's Equipment Levels

WEAPON	EASY		NORMAL		HARD		DEVILISH	
	LV2	LV3	LV2	LV3	LV2	LV3	LV2	LV3
Enja	5000	9000	5000	9000	6000	10000	6000	11000
Raisen	5000	9000	5000	9000	6000	10000	6000	11000
Hyosai	5000	9000	5000	9000	6000	10000	6000	11000
SA Coat	6000	10000	6000	10000	6000	12000	6000	13000
Oni Gauntlet	4000	8000	4000	8000	5000	9000	5000	10000

MICHELLE'S EQUIPMENT

ASSAULT RIFLE

Although similar to Jacques's Model 90, Michelle's submachine gun is slightly more powerful and fires more bullets during its full two-second burst. Even though this is a sufficient weapon, Michelle makes better use of the SPS 15+S.

SPS 15+S

Michelle's assault shotgun is a powerful weapon at close range, capable of damaging multiple enemies simultaneously. However, at a distance this weapon causes reduced damage.

SPS 15+R

This version of the SPS assault weapon is modified to fire high-caliber rifle slugs with greater accuracy. The laser sighting mounted under the barrel allows for greater targeting ability. This weapon causes the same intense damage regardless of distance from the target. However, the SPS 15+R can only attack one enemy at a time.

SPS 15+G

With the proper parts, Michelle has reconstructed the SPS assault weapon to fire fragmentation grenades. The weapon's kick adds additional recovery time between shots, slowing the rate of fire tremendously. However, the explosives fired by the weapon take out several enemies when fired into small crowds. In spite of the slow fire rate and hard kick, this weapon makes Michelle practically invincible.

GRENADE

When Michelle possesses these hand-tossed explosives, press △ to throw them. The Grenade explodes a few seconds after the pin is pulled. If the Grenade is tossed quickly, it sits on the ground a few seconds before detonating. However, a Grenade can be "cooked" by continuing to hold △ after Michelle pulls the pin. Hold the button long enough and Michelle tosses the Grenade at the last second. Cooking Grenades reduces the chances for enemies to escape the blast radius. Throw Grenades into small crowds to cause intense damage to multiple foes, or use Grenades to weaken oversized enemies and throw them off-balance.

AKO'S VESTS

Ako is the spunky Tengu assigned by the Oni to guide Samanosuke and Jacques as they cross time. Ako hovers near the player character at all times, and also acts as the lock-on marker during combat. Press R1 and Ako flies over the locked-on enemy's head.

In addition to these abilities, Ako can also enable some fantastic skills when she is dressed in colored vests. These are located in treasure boxes throughout the game. Some of her vests are extremely easy to find, while others are hidden in dangerous places deep within the Genma's Dark Realm.

After a vest is found, it must be "activated" by using EcoSpirits. Each vest requires a certain number of EcoSpirits to activate. EcoSpirits are hidden in destructible objects within the environment, such as breakable barrels and trashcans, brown trunks, and even Genma sacks hanging from ceilings in hard-to-spot areas. There are exactly enough EcoSpirits located in the game to activate all of Ako's vests. Unfortunately, if you miss a single EcoSpirit then one of Ako's vests cannot be activated.

BLUE VEST — 2 ECOSPIRITS

This vest is located in the charred ruins of the temple in the Mt. Hiei area. When Ako dons this vest, the character can absorb souls at lightning speed. No matter how many vests you acquire, this is probably one of the most useful.

RED VEST — 2 ECOSPIRITS

The Red Vest is located in the Sewers under Paris. When Ako wears this vest, all souls released during combat become red souls. This is a handy tool for increasing your red soul count in order to upgrade weapons and equipment faster. However, the downside is that the ability to regain health and magic power are lost.

GREEN VEST — 4 ECOSPIRITS

The Green Vest is located in the aisle between the pews in the cathedral of Notre Dame. While equipped, this vest allows you to draw souls from enemies that are still active. Drawing all the souls from monsters eventually kills them, except for boss enemies. This vest allows to you save arrows, as simply holding ◉ as Bhaza enemies fly within range destroys them quickly. The Green Vest is extremely useful in the Dark Realm arenas as well, because it helps to defeat enemies more quickly.

WHITE VEST — 4 ECOSPIRITS

The White Vest is located in the treasure box behind the store in the Town of Sakai. While Ako wears this item, the player character slowly recovers lost health by standing still. The speed of recovery is greatly increased by rotating the Right Analog Stick continuously in either a clockwise or counterclockwise direction. Recovery speed also increases while standing behind the panda standee in the zoo while Ako wears the white vest. After every battle, equip this vest, stand still, and rotate the Right Stick to recover. This vest provides a big help in conserving recovery items.

YELLOW VEST — 5 ECOSPIRITS

Ako's Yellow Vest is located in the study behind the library in the Undersea Temple, in the present-day time period. While Ako wears this vest, souls appear after every successful attack against any foe. This item is similar in effect to Soul Arrows, but the souls released are mainly red.

ORANGE VEST — 6 ECOSPIRITS

The Orange Vest is located in a treasure box atop the tower at the south end of Mont-Saint-Michel, in the year 1582. While this vest is equipped on the Tengu, colored life gauges appear under enemies when the player character is locked-on. The life gauges aid in determining the enemies that are close to extinction. This is a big help on a battlefield full of foes. The Orange Vest also reveals the life gauges of boss enemies, which is a major help in prolonged battles. Additionally, Ako indicates the timing of Critical hits by flashing at the moment you should attack. This feature is a major assistance in learning the timing of various enemies' attacks.

PURPLE VEST — 6 ECOSPIRITS

Probably the most useful of all Ako's gear, the Purple Vest reduces the consumption of magic power by nearly 50% per attack. The Purple Vest is located on the bottom level of the Mont-Saint-Michel Dark Realm, only accessible by Samanosuke. Equip this vest on Ako while attempting to clear the final Dark Realms, so that magic attacks can be used more often against overwhelming numbers of oversized foes.

BLACK VEST — 8 ECOSPIRITS

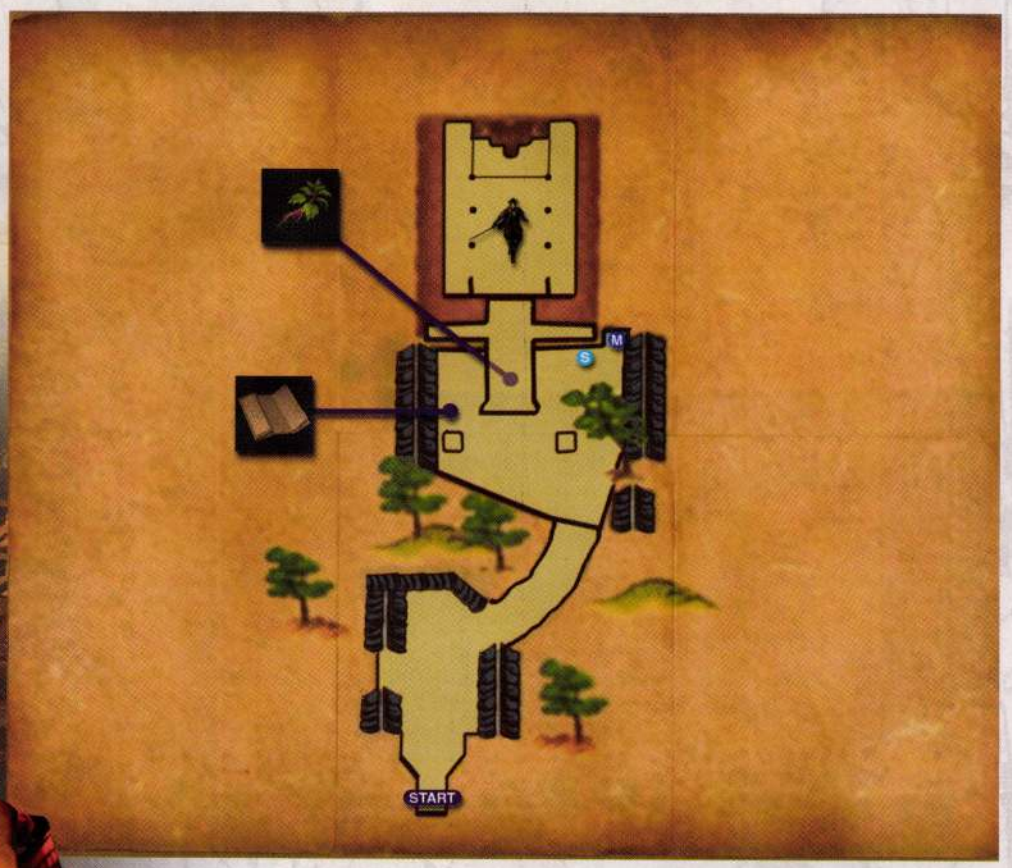
The Black Vest can be obtained only by completing the Critical training session in the training mode. With this deadly item equipped on the sprite, every attack executed from a still position is a Critical. If the character is moving, he or she performs a regular attack.
Unfortunately, each Critical consumes 50% of the remaining life in the yellow power gauge. The player character can drop to one point of life, but no less. The Black Vest must be employed with care, because when the character's life is reduced to such dangerously low levels a single hit results in death. Since Critical hits cause enemies to release greater quantities of yellow souls, it is possible to balance the loss of life energy by slaying several foes in a row and then absorbing all the yellow souls at once. However, avoid wearing the Black Vest on the battleground in the Azuchi Castle Area, where the overwhelming enemy numbers are too hard to control.

HONNOJI TEMPLE

MAP KEY

- S — Protective Mirror
- Herb
- M — Magic Fountain
- Map: Honnoji

Frequently Encountered Genma



THE BATTLE OF HONNOJI TEMPLE

In addition to his Normal Sword, Samanosuke is equipped with the Raizan, Enryuu and Shippuu, his three magic weapons from *Onimusha: Warlords*. The three weapons are at MAX level, and inflict massive damage to foes. Descend the stairs and make your way to the back of the battling crowd, where two Archers are perched high on the wall. Take down the Archers by shooting arrows. Chop away at the Swordsmen in the courtyard as quickly as possible, so that more of the Akechi clansmen survive. If too many soldiers die, the numerous Genma in the courtyard may become a little overwhelming for Samanosuke alone. When the courtyard is clear, hack through the wooden barricades and take down the Genma Swordsmen and 3-Eyes on the tall stairway.

Use arrows to take out the Archers on the back wall.

Hack up the Swordsmen quickly, so that more Akechi soldiers survive for the continued assault on the nearby stairs.

3-Eyes move and attack quickly. Bash them to the ground with running attacks and uppercuts, and then dispatch them with finishing stabs. Check the Combat chapter for more information on Samanosuke's various attacking methods.

Take down several enemies at a time, and then inject souls into the Oni Gauntlet by holding ●. The more souls you inject at once, the higher soul bonus you will receive.

Firing Arrows

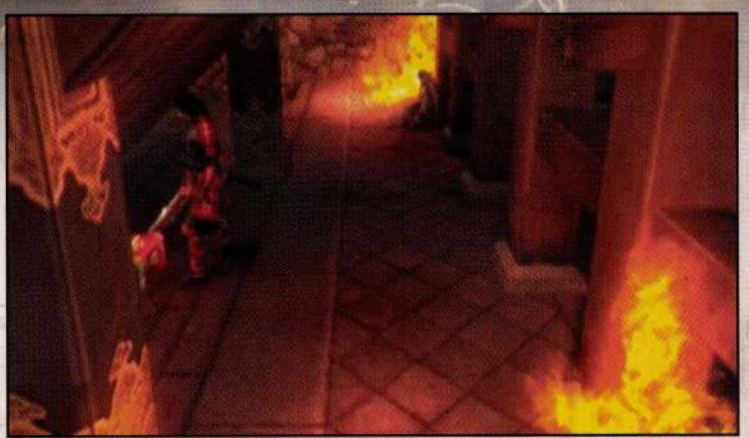
To fire arrows at the Archers perched on the rear walls of the courtyard, position Samanosuke a few feet from the back wall. Hold R1 and hold ✕ for a brief second. As long as Samanosuke possesses arrows, he will draw his bow and aim at elevated or airborne opponents. However, if you hold ✕ too long, Samanosuke will change aim and draw upon the closest ground-level foe. The type of arrows and the number remaining are indicated in the upper left corner of the screen, above the power bar on Samanosuke's status display.

GUARDIANS AT THE THRESHOLD

Tall foes, such as Gacha, are hard to defeat with normal attacks. Press △ to execute magic attacks with the equipped weapon. If your weapon runs out of magic power, open the menu and equip a different magic weapon.

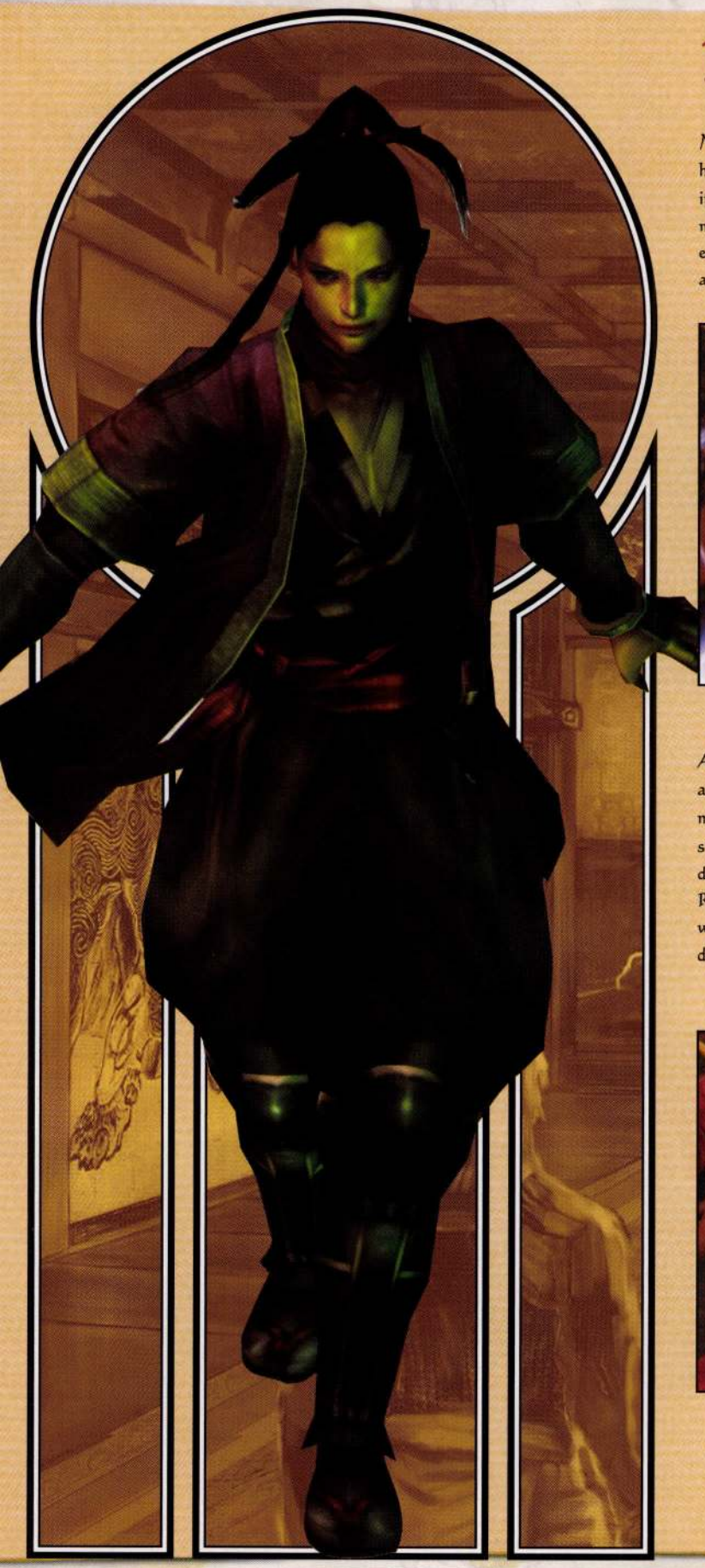
Find the Map of Honnoji Temple in the red treasure box to the left of the stairs. Owning the map allows you to view areas you have not visited yet. Hold L2 for two seconds to view the map.

At the base of the temple stairs, two Akechi soldiers fight for their lives against a mammoth, ball-swinging Gacha demon. Assist them by attacking the monster from behind with magic spells. Another Gacha stands guard at the top of the stairs. Swiftly dispatch this creature with magic as well. Don't worry about conserving magic power in this area, because a Magic Fountain is located in the northeast corner of the yard. With the Genma destroyed, grab the items in the area, use the Protective Mirror to record your game data, and then enter the temple.



An Herb is tucked away in the treasure box hidden under the stairs.

Draw blue souls from the Magic Fountain to restore your weapons' magic power before you enter the temple. Use the Protective Mirror to save your progress on a memory card.

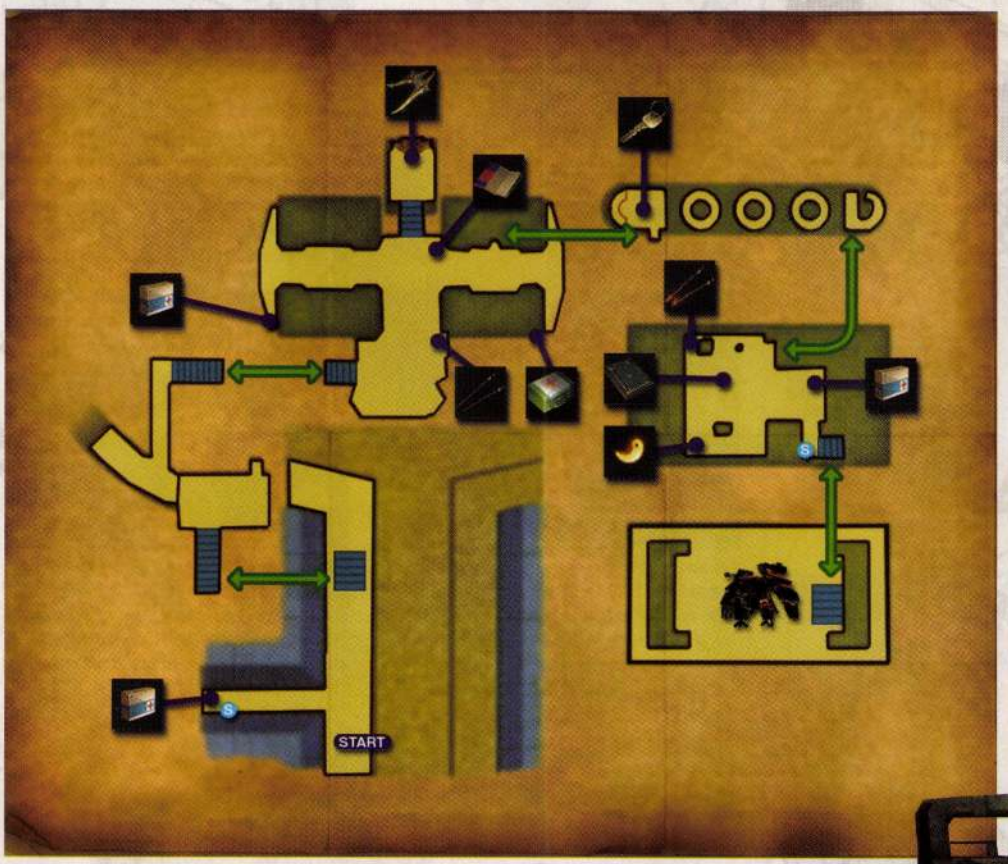


RANMARU MORI

Nobunaga's chief retainer cries out before most of his attacks, and you should have ample time to raise your defenses (press L1) and block all of his strikes, even if you cannot see Ranmaru onscreen. Ranmaru's defenses are also good, but your magic attacks will inflict damage even if he is blocking. You can defeat Ranmaru easily with repeated magic attacks. If your weapon loses power, switch to another and continue using magic.

Additionally, it's extremely easy to inflict a Critical against Ranmaru. Hold R1 and wait for Ranmaru to cry out. As he raises his sword to attack, press ● at the moment he attempts to strike. Doing so inflicts a Critical blow. Even if you don't strike a Critical, Samanosuke's cut will damage Ranmaru because his guard is down. Additionally, you can attack with a Deflect Critical by blocking Ranmaru's slash and pressing ● with the right timing, while Samanosuke's weapon is still ringing from the block. Either way, Ranmaru is extremely easy to defeat with just a few attacks.

ARC DE TRIOMPHE



MAP KEY

- Protective Mirror
- Salve
- Normal Arrow x20
- Map: Arc
- First-Aid Kit
- Tensa
- Observation Key
- Banquet Book
- Flame Arrow x20
- Power Jewel

Frequently Encountered Genma

STREETS OF PARIS

Hold L1 to aim and hold ✕ to fire a stream of bullets with the Model 90.

Proceed north along the street and shoot every Zorm.

Somehow, the Genma have reappeared in modern-day France. Special agent Jacques Blanc of the Paris Police 29th SA comes to the rescue of squad-mate Phillipe. Use machinegun fire to clear the streets of enemies.

Samanosuke travels through time to modern day France, arriving in the alleyway behind Jacques' position. The time fold has drained the samurai's Oni Gauntlet of power, reducing it to Level 1. The three magic weapons are gone, leaving Samanosuke with only his Normal Sword. The Protective Mirror in this location offers Samanosuke new options, to enhance equipment or to train. The first three training options are available. By completing each training session at all three difficulty levels, you will acquire a bonus recovery item. You can find more information on training in the Oni Training chapter near the back of this guide.

Slash away the crate behind the Protective Mirror to reveal a treasure box containing a Salve. This modern item restores as much life as an Herb from the past.

Exit the alleyway and clear the Genma off the Paris sidewalk, samurai-style. Descend the stairs and navigate through the subway station to the base of the Arc de Triomphe. Collect the items situated around the base of the French monument, and then examine the flaming braziers at the north end. The Oni Gauntlet responds to the flames, opening a secret passage. Descend into the ancient chamber and take the orb from the statue to obtain the **Tenso** dual-sword weapons.

Shoot arrows to knock the flying Bhaza out of the sky. Finish them off with sword slashes while they are low to the ground. Open the nearby treasure box to obtain 20 Normal Arrows.

Examine the center of the three burning braziers to find a secret stairwell into an ancient shrine.

Unattainable Items

There are two items on the map that you will be unable to reach until later in the game: the **First-Aid Kit** outside the Arc and the **Flame Arrows x20** on the Observation Level. Another note will explain how to obtain them later in the guide, in the "Sewer" section.

INSIDE L'ARC

Emerging from the Tenso shrine, Samanosuke encounters Michelle, another Special Agent of the Paris Police. After struggling momentarily with the language barrier, Samanosuke follows the young woman into the Arc and discovers a scene of horrible massacre. Defeat the lithe Zagat enemies and quickly absorb their souls before the next scene begins. After Samanosuke leaves an unconscious Michelle in the arguable safety outside the Arc, reenter the monument and battle more enemies in the spiral stairwell. The **Observation Key** glitters on the floor at the base of the stairs. Take it and unlock the door at the top of the spiral staircase.

Back away from enemies and charge the Tenso swords by holding L1 firmly. Then slide forward and press ● to attack. Charged attacks inflict more damage, and they have a higher chance to topple an enemy so that you may administer a finishing stab.

Navigate all the way around the Observation Level and clear the room of enemies. There is a puzzle treasure box in the southwest corner of the room. You must complete a sliding-tile puzzle to obtain the item secured inside. Be sure to save your progress at the Protective Mirror before proceeding upstairs to the rooftop.

Defeat the enemies in the north end of the room, and absorb their souls while you're standing near the Soul Statue at the corner. The additional souls from the statue will add a nice bonus to your total soul intake following the battle.

You must solve a sliding-tile puzzle at the treasure box in the southwest corner of the room to obtain a Power Jewel. Use the Power Jewel to extend your life meter. Try the puzzle on your own, or check the following "Puzzle Treasure Box" section to view the solution.

Don't overlook the Banquet Book on the bench near the northwest corner of the Observation Level. Some files will open automatically to display their contents. Others must be opened and read in the File menu.

Puzzle Treasure Box: Arc de Triomphe Observation Level

Slide the first tile in the top row.

To open the treasure box and obtain the **Power Jewel** contained inside, rearrange the tiles so that a glowing blue line connects the left point to the right point. You must complete the puzzle in three moves. Tiles will only move if the adjacent space is empty. Follow the steps below to complete the puzzle.

Slide the first tile in the middle row.

Slide the first tile in the bottom row. Puzzle complete.

BRAINSTERN

On the rooftop of the Arc de Triomphe, the evil Genma scientist Guildenstern escapes Samanosuke's wrath and leaves behind a new toy for the samurai to play with. Brainstern displays one of its more powerful attacks right away: if Samanosuke moves too far away from the boss, it will spray the area with Gatling-gun fire. While running across the roof to face the monster, block machinegun attacks by holding L1 or by sidestepping the line of fire (Hold R1 and move left or right). Afterward, try not to move too far away from Brainstern, or it will use this attack again.

After moving within close range to engage the robotic monster, unleash the power of the Tenso and perform repeated magic attacks on the boss. When you run out of magic power, use charged attacks. Back away from Brainstern, hold R1 firmly to charge your dual swords, and then slide forward to unleash a charged attack. Strike the monster's arms with charged blows to knock off panels, releasing red and blue souls. Quickly absorb these souls into the gauntlet to replenish the magic power of your weapons. With enough strikes on the arms, you will destroy them and knock off the Gatling guns. When enough magic power is replenished, assault Brainstern's main body with more magic attacks.

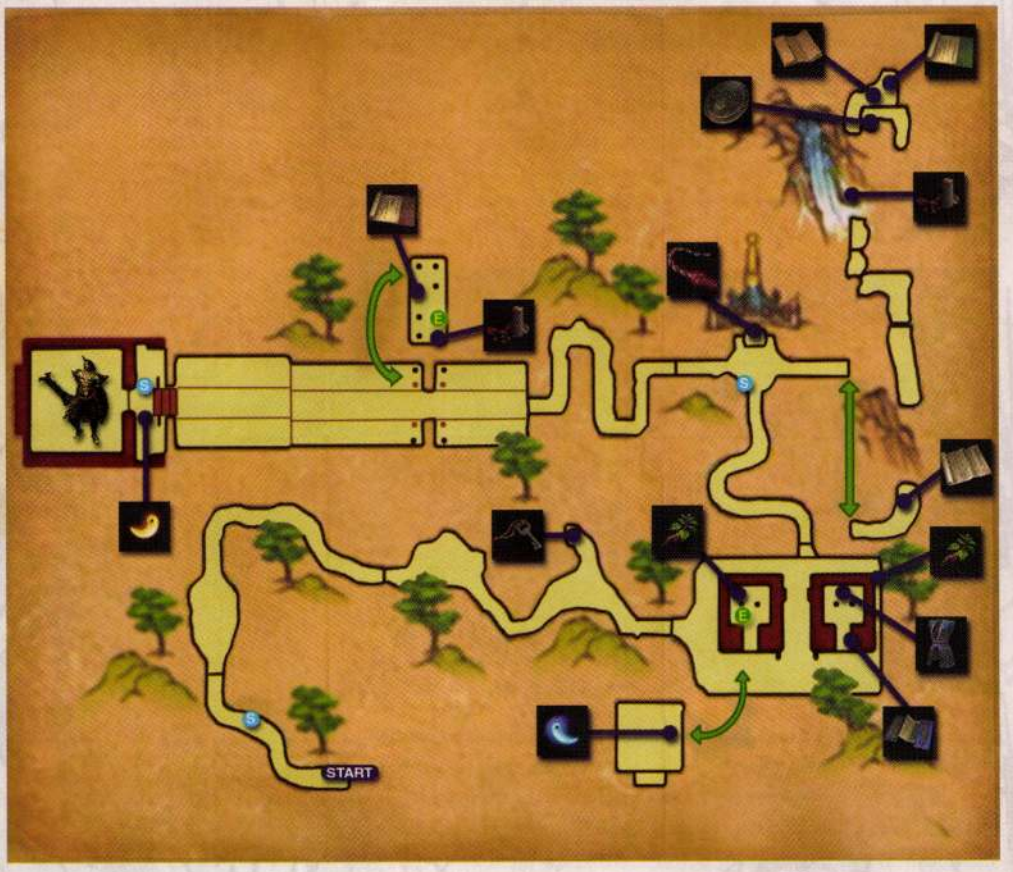
Meanwhile, if Brainstern spreads its arms outward and rises in the air, move backward and prepare to defend yourself. The monster spins like a top and flies after Samanosuke, attempting to bash him to the ground. Avoid remaining directly in front of the boss, or it will extend both arms outward to "shove" Samanosuke. Occasionally, the monster begins to fire missiles into the air. Watch for shadows on the ground, and move away from them before they strike the ground and explode.

MT. HIEI

MAP KEY

- Protective Mirror
- Gate Key
- EcoSpirit
- Scrl: Throw
- Blue Vest
- Herb
- Oni Jewel
- Scrl: Firefly
- Map: Mt. Hiei
- Scrl: Dokan
- Bronze Mirror
- Medicine
- Enja
- Scrl: Mission
- Power Jewel

Frequently Encountered Genma



THE MAGIC WILDERNESS

Jacques falls through the time fold to sixteenth century Japan. Proceed along the forest path and through a rock underpass until someone cries out and turns Jacques around. Jacques receives the **Oni Gauntlet**, the **Oni Whip**, and the **Onimusha scroll**. A giant ball-swinging Gacha enemy also appears in the area. This particular enemy is much weaker and less aggressive than a normal Gacha, allowing you to try out your new Oni weapon. Defeat the demon using the whip. Afterward, an Oni god appears and assigns the Tengu sprite named Ako to guide Jacques on his reluctant quest. The **Ako scroll**, which Jacques automatically acquires, details Ako's abilities. Practice using the Oni Whip to defeat Genma as you proceed through the next several areas.

Defeat the Gacha by practicing whip-grab attacks. Hold R1 firmly to charge the weapon, then press and hold ■ to grab the Gacha.

Once the beast is entangled in your whip, tap ■ rapidly to shoot it with Jacques pistol. The Gacha is too large for Jacques to throw.

Practice throwing enemies by grabbing the Swordsmen emanating from the cave—whip them around by moving the Left Analog Stick.

Use the rock at the back of the next forest area to defeat the Swordsmen. Face the rock, hold R1 and press ✕ to toss the stone when an enemy is a few feet behind Jacques.

The Oni Whip cannot destroy the Genma weeds called Bera blocking the alcove, so continue following the forest path for now.

A SURPRISING ALLY

Kill the Swordsmen near the burned temple, and then proceed to the midpoint of the area to meet…Samanosuke? To avoid confusion, remember that Jacques arrived in Japan ten days before the first scene in the game. With Samanosuke's aid, kill the additional Swordsmen arriving on the scene, and then proceed to the next area.

Ascend the stairs of the left ruins and destroy the brown boxes. In their remains, Ako finds an EcoSpirit. Open the red treasure box for an Herb.

Ascend the stairs of the east ruins to find the Throw scroll on the patio. This file adds a new session to the Training menu, which you can attempt to clear at the next Protective Mirror.

Open the red treasure box at the back of the east ruins to obtain the Blue Vest. Once you use two EcoSpirits on the Blue Vest, you may then equip Ako with it to achieve faster soul absorption.

Search behind the east ruins to find a special kind of container called a "Tengu box." Move into the corner until Ako verbally acknowledges the box's presence. Press ✕ and Ako opens the Tengu box to obtain the contents for Jacques, an Herb.

Ascend the stairs and defeat the Genma. After Jacques and Samanosuke examine a strange shrine, use the Protective Mirror and follow the path east.

TRAVELLING BY FIREFLY

Defeat the Bhaza flying enemies by raising the aim of your whip before each lash. When the coast is clear, open the red treasure box near the cliff's edge to obtain the **Scrl: Firefly**. This simultaneously releases an Oni Firefly that moves to a hovering position over the space between ledges. Move to the edge until the Firefly turns green, then hold R1 and press ✕ to make Jacques grab the Firefly with his whip. He glides across the gap and lands on the opposite ledge.

For Jacques to defeat flying enemies, hold R1 until Ako hovers near the enemy. Then press the Up on the D-pad or hold the Left Stick upward and press ■. Jacques knocks a Bhaza to a lower altitude for easier bashing.

Continue into the next area and destroy the brown box near the broken bridge to release three Oni Fireflies. Use the Fireflies to cross the gorge to the north side. Descend the nearby ladder and destroy the brown trunk to release yet another Firefly, which allows for crossing the gap where the bridge has fallen. Open the red treasure box on the lower level to obtain the **Bronze Mirror**, the item removed from the nearby shrine.

Destroy the brown trunk near the ledge to release three Fireflies. Use the Fireflies to ascend the ledges and cross the water to the north side.

Near the large Buddha face, obtain the Dokan scroll and open the treasure box to procure the Map of Mt. Hiei.

Move to the edge of the fallen bridge and face the corner until Ako points out the Tengu box at the waterfall's base. Send her down to the box to obtain a Medicine.

With the Bronze Mirror in hand, use the Firefly at the edge of the fallen bridge to cross back to the south bank and return to the shrine.

THE FIRE WHIP AND THE MISSING KEY

Use the Bronze Mirror at the shrine to obtain the **Enja** fire whip sword, Jacques' first magic weapon. With this weapon equipped, you can now destroy the Bera blocking certain areas. However, you won't proceed far without first backtracking to obtain the Gate Key.

The Enja is a more powerful weapon that deals greater damage and also allows Jacques to use fire magic attacks.

The Gate Key is located in the area just east of the charred temple ruins. Destroy the Bera blocking the small alcove. As you move toward the red treasure box containing the key, a ball-swinging Gacha materializes. Back out of the alcove and use the Enja's fire magic to defeat it. After slaying all the Genma in the area, take the **Gate Key** out of the treasure box and return along the path to the shrine area.

Use Oni Whip Bind moves to defeat the Gacha that protects the Gate Key. Charge the whip, grab the Gacha, and then press △ to send a small amount of magic power along the whip to the entangled foe.

As you return to the ruined temple area, defeat one of the Bhaza enemies to release a Firefly attached to its tail. Use this Firefly to hop onto the temple roof, and search the rear corner to find an **Oni Jewel**. When used in the menu, this item extends the length of Jacques' or Samanosuke's magic power meter.

Defeat a Bhaza among the enemy set near the ruins to release a Firefly that allows roof access.

Head west from the Enja shrine, destroying the Bera along the path to garner a few extra souls. Watch out for the Genma acid pods (called Bochaku), which spill their damaging contents as you pass underneath.

WELL-FORTIFIED BARRIER

Help Samanosuke defeat the Genma lurking outside the locked gates. Use the Gate Key to open the doors. After defeating more 3-Eyes enemies beyond the portal, strike the brown box just inside the gates to release a Firefly. Ride the Firefly to reach the upper platform above the gate and procure the items tucked high and away.

Destroy the brown trunk just inside the gates to release a Firefly, allowing Jacques to access the platform above.

The Mission scroll lies on the ground to the right of your landing point.

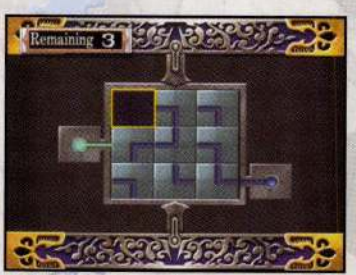
Cross through the debris to the east side of the platform, and destroy the brown box to obtain an EcoSpirit. The red treasure box contains Medicine.

Be careful not to step under the acid-spilling Bochaku as you fight more 3-Eyes outside Lazuline Hall. To the left of the structure is a Puzzle Treasure Box. Try to unlock it yourself, and use the solution provided herein only if needed.

Record your progress at the Protective Mirror before entering the hall.

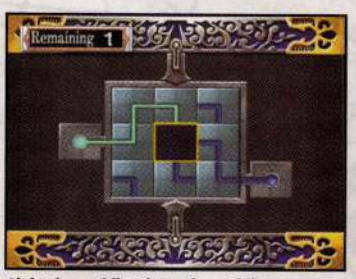
Puzzle Treasure Box: Mt. Hiei Outside Lazuline Hall

The treasure box outside the corrupted temple must be unlocked in only four tile moves. The reward for solving this puzzle is a **Power Jewel**.



Slide the first tile on the top row.

Slide the first tile in the middle row.



Slide the middle tile in the middle row.

Slide the middle tile in the bottom row. Puzzle complete.

WARNING! Raise Your Weapon

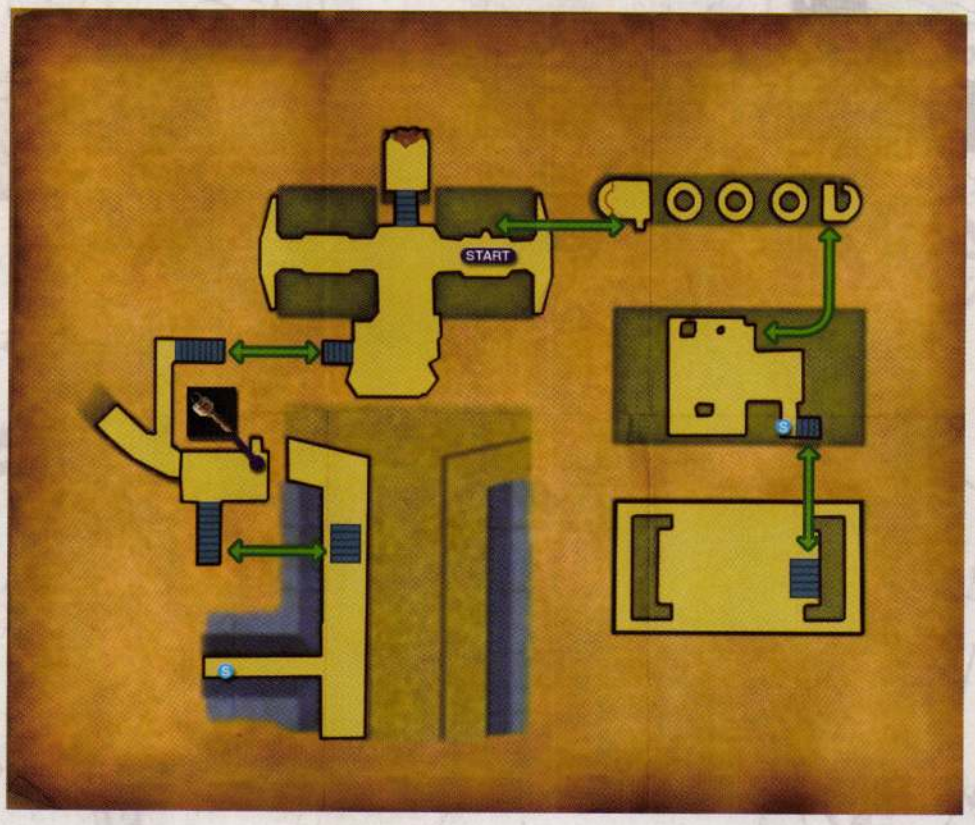
Before entering Lazuline Hall, we strongly recommend you raise the Enja to LV2. If you don't have enough souls, keep moving back and forth between the mansion entrance and the gate area to trigger the appearance of more Genma. Do this until you have absorbed at least five lines or 5000 souls and can raise the Enja's level. With weak weapons, the battle may last longer than necessary and force you to use up too many recovery items.

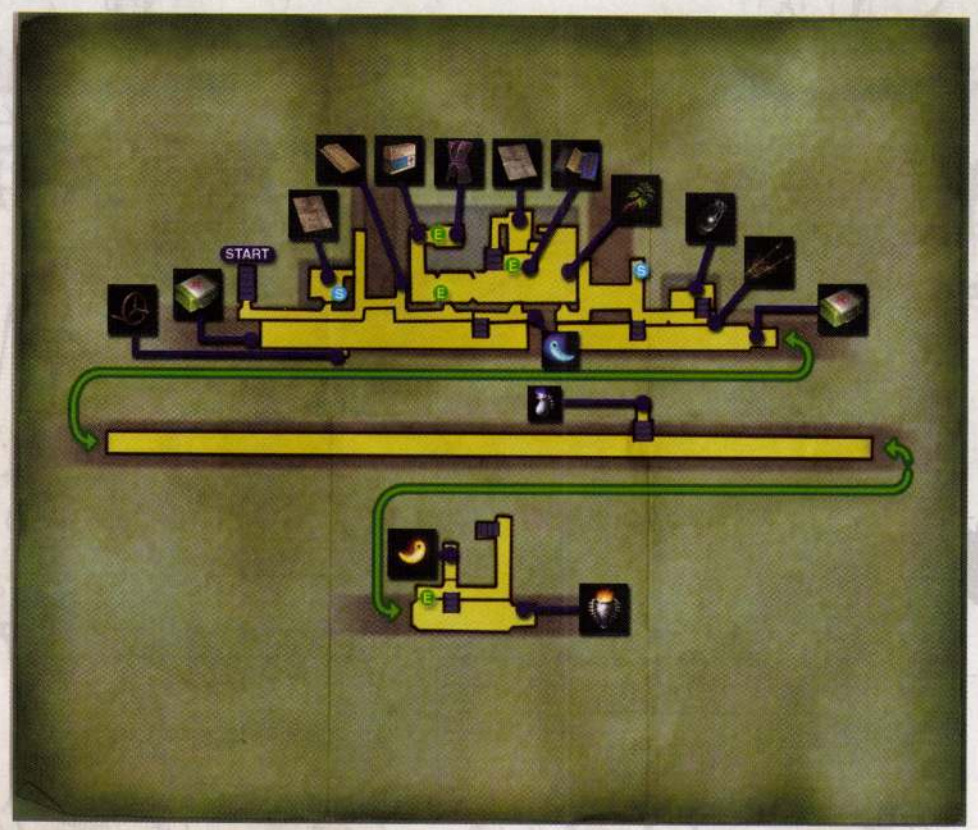
MARCELLUS

Despite the fact that Samanosuke has defeated these flawed Genma creations in the past, Guildenstern obviously continues to make them. Onimusha series veterans will remember that the first goal is to destroy Marcellus' shield, with which it blocks most assaults. Charge the Enja as you slide left or right around the creature, avoiding its sword swings. When your weapon glows green, lash out and strike the shield. The chances of grabbing and holding Marcellus with the whip sword are extremely slim, and you won't be able to perform a throw or a bind even if you do entangle the boss. The goal is merely to destroy the shield Marcellus carries so that the real battle can begin. If you get backed into a corner by the advancing monster, use the Firefly hovering over the room's center to escape.

The shield releases a large quantity of red, blue and purple souls when eliminated. Absorb the souls quickly while Marcellus transforms its sword. Hereafter, the boss's sword slash attacks become swifter and more frequent. Marcellus also employs a new magic attack that engulfs much of the small room in purple light. Whenever you see the monster's weapon crackle with magic energy, prepare to lift Jacques off the floor using the Firefly. If you happen to be facing Marcellus when you descend from the ceiling, Jacques can perform a powerful chop attack. Otherwise, empty the Enja's magic power while hacking up Marcellus with repeated fire attacks. When your magic runs dry, use charged attacks to finish the battle.

SEWER





MAP KEY

S	Protective Mirror		Iron Handle
	Sewer Key		First-Aid Kit
	Memo to Chief		Oni Jewel
	Map: Sewer		Electric Arrow x20
	Worker Memo		Grenade x10 (Michelle Only)
E	EcoSpirit		Oni Med Lv 1
	Salve		Small Key
	Red Vest		Power Jewel
	Herb		Secret Med
	Scrl: Ch Attack		

Frequently Encountered Genma

A FEW ITEMS MORE

Ako travels through time to join Samanosuke in France. With the fairy's help, you can now procure some items previously out of reach. Before following Michelle back into the subway station, head to the eastern end of the Arc's base to open a Tengu box just out of reach. Go back inside the Arc and destroy enemies en route to the Observation Level, where yet another Tengu Box remains.

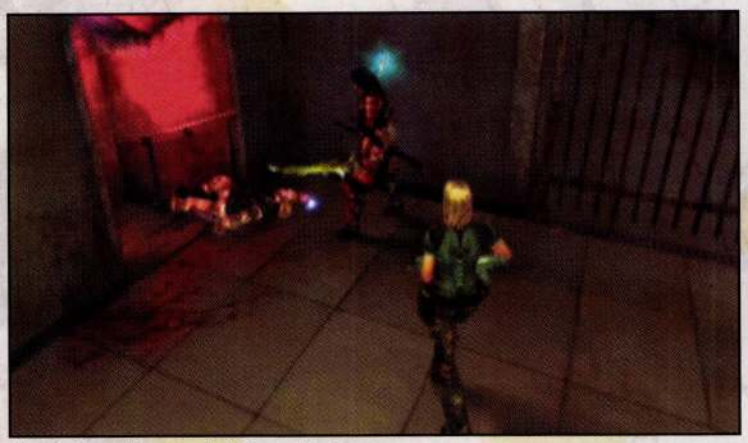
Ako can open the Tengu box at the southeastern most corner outside the Arc to obtain a First-Aid Kit.

The Tengu box within the gated area of the Observation Level contains Flame Arrow x20.

If you want a challenge, some very big adversaries are waiting for you on the rooftop de Triomphe.

PARIS UNDERGROUND

When you're finished at the Arc, exit the monument and rejoin Michelle outside. Then head back into the subway station. Just outside the sewer entrance, another of Michelle's comrades has fallen in battle. Check his body to find the **Sewer Key**.



Use the Sewer Key to unlock the nearby door.

Defeat the slug-like Zolworm enemies and their dissolution derivatives, the Gera. The bridge between the first platform and the second is raised and cannot be lowered without power. Enter the first door.

Use charged attacks or magic attacks to defeat Zolworms. Otherwise attempting to slice through their gelatinous mass reduces your attack speed by half.

Failure to slay a Zolworm with charged or magic attacks causes the creature to split up into a dozen smaller Gera. The best method to eradicate these small creatures is to squash them underfoot.

The drawbridge between the first platform and second requires power in order to connect the broken path.

Once Michelle shares parting words with her dying comrade in the control room, pick up the **Memo to Chief** lying on the large console. Then examine the shining red light on the station to the right. Michelle reconnects the power, so exit the control room and use the controller to lower the bridge to the next sewer section.

After Michelle reconnects the power to this sector, take another look at the seemingly inconsequential items in the control room. This scene actually poses the answer to an upcoming riddle.

INUNDATED WITH FILTH

Cross the lowered drawbridge and open the treasure box on the western side to obtain the **Sewer map**. Then enter the next power room. After you contend with a slew of Zolworms waiting in ambush just inside the room, climb the ladder to the gory upper platform. Read the **Worker Memo** located on the desk. The memo contains a seemingly inconsequential listing of the useless items located in the control room, which you visited previously. This information sheds no light until you examine the middle door on the south wall, which requires input of a three-number combination to unlock. If you can't figure out the code yourself, check the following Puzzle Solution.

Defeat the Zolworms that slip through the gates outside the power room to beef up your soul count.

Smash the green barrel just inside the power room to obtain an EcoSpirit.

A Babian leaps out of the treasure box in the northwest corner of the room. Slay the killer doll before it runs off with your treasure, a Salve.

Smash the barrel in the tight space to the north to find another EcoSpirit. Ako's Red Vest is inside the treasure box that's also located here.

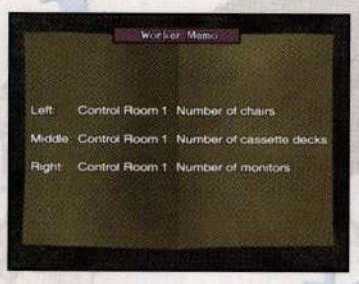
To obtain an Herb, fire an arrow to knock down the Genma bag hanging from the vent pipe near the east wall.

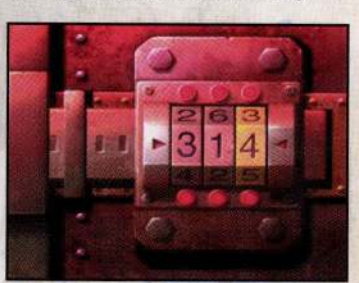
The Charged Attack scroll lies in the lower corner of the room's upper platform. This item makes available a new training session at the Protective Mirrors.

Another Genma bag hangs from the upper platform. Shoot it down to obtain an EcoSpirit.

Puzzle Solution: Sewer Power Room Combination Lock Door

The Worker Memo contains a list of decorations in the control room, located near the sewer's entrance. If you return to the control room and review the list, it is easy to determine that there are three chairs, one cassette deck, and four monitors. Therefore, the combination for the middle door in the power room is **314**. Rotate the dials on the lock until this code is displayed, and the bolt slides away.





WADING IN THE MUCK

There is a Puzzle Treasure Box just outside the central exit from the power room. Its solution is detailed below. Climb down the ladder into the sewage and battle the aquamarine demons known as Batobones and Batochaikos. Climb the ladder further east in the channel to find the **Iron Handle**.

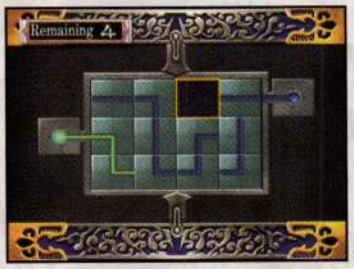
Batobones try to attack up to six times in a row. Be sure to defend yourself, and don't take unnecessary risks just to lay in a few extra slashes.

Grab the Iron Handle from the small ledge on the sewer's south wall.

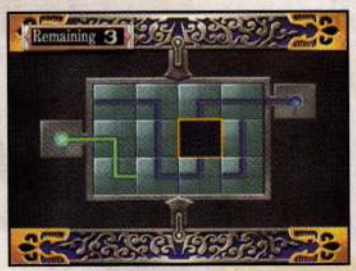
The Tengu box at this sewer section's southwest corner contains a First-Aid Kit.

Puzzle Treasure Box: Sewer Channel

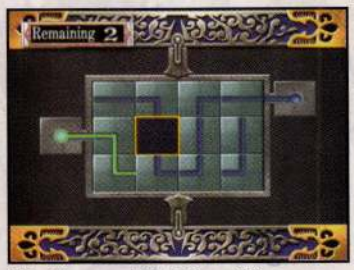
The solution to the puzzle box in the sewer requires five tile moves. The treasure inside is an **Oni Jewel**, which extends the magic power meter of Samanosuke or Jacques.



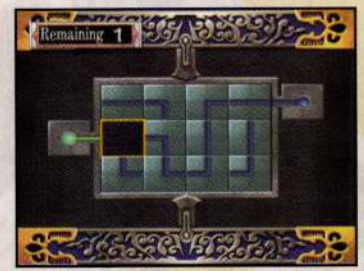
Slide the third tile in the top row.



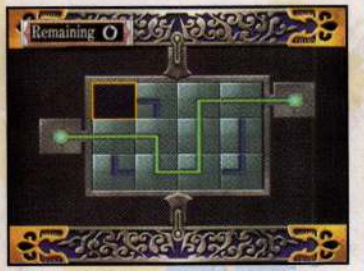
Slide the third tile in the middle row.



Slide the second tile in the middle row.



Slide the first tile in the middle row.



Slide the first tile in the top row. Puzzle complete.

MORE POWER

Return to the power room with the Iron Handle and climb the ladder to the upper platform. Use the Iron Handle to operate the winch that opens the shutter door in the area directly below. Inside the previously sealed-off area, operate the control console to restore the power for the rest of the sewer system. Exit through the door in the southeastern corner and lower the drawbridge, which connects to the sewer's final section.

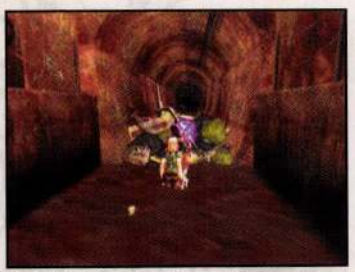
The winch on the power room's upper platform opens the heavy shutter door.

Zolworms execute an ambush near the power control console.

Lower the second drawbridge. Slash the Zolworms and step on the Gera that block the path to the Protective Mirror.

CRUSHER BALL

After using the Protective Mirror in the next section, climb the ladder and wade east through the sewage to the garbage that blocks the circular tunnel. Before you proceed, allow Ako to procure the **First-Aid Kit** from the Tengu box among the refuse, or you will lose the opportunity to obtain the item. Climb back out and ascend the tall ladder at the ledge's eastern end to the small alcove above. Slash at the chain to drop a gigantic wooden ball into the sewer below. Then climb back into the muck and push against the gargantuan ball until Samanosuke and Michelle begin to roll it down the sewer tunnel.



Open the Tengu box discarded among the refuse before doing anything else, or you will forever lose the treasure inside.

Only someone from the modern era can open the green supply box in the high alcove. Such an opportunity arises later.

Slash the winch chain to drop the crusher ball. Then roll it down the sewer tunnel.

ASSAULT FROM ALL SIDES

Michelle's comrades are in trouble, and the only way to aid them is by slowly rolling the massive crusher ball down an extremely long tunnel. As you progress eastward, devious Genma attempt to halt your efforts. Do what you must to prevent the demons from damaging Samanosuke and Michelle, but do not allow them to distract you for too long. While you fight the Genma, Michelle continues to roll the crusher ball down the tunnel. However, if the distance between Michelle and Samanosuke becomes too great, she will cease rolling and run back to aid the samurai. The idea is to keep the ball rolling, even if Michelle is doing it alone. As Zagats run up to attack, turn and drive them off with a few charged attacks. However, do not pursue the enemies, and stay within close range of Michelle. If the ball keeps rolling steadily for a fair majority of this event, you'll obtain bonus items. If not, Michelle's comrade will die and you'll miss out.

As Michelle rolls the crusher ball, face west and slide backward so that Samanosuke stays close to the female officer. Block enemy attacks and prevent the monsters from striking Michelle and Samanosuke.

Electric Arrows, such as the ones found in the previous area, will immobilize pursuing enemies long enough for you to return to your ball-rolling task.

If the ball does not keep moving, the water in the tunnel rises. If the harmful fluids rise above head level, Samanosuke's life drains at a very fast rate.

Near the tunnel's end, a ladder rises to a small alcove on the left. A treasure box stashed here contains an Oni Med Lv 1, which restores magic power. There is an opportunity to return here later for the item if time is pressing.

RESCUE OR REMORSE

If you reach Michelle's comrade SA Officer in time, he gives you the **Small Key** in gratitude. Head back around the corner and use this key to open the gate securing a treasure box. A **Power Jewel** is in the red box. The sewer mission is finished, so climb the ladder and enjoy fresher air.

Reach the SA Officer in time, and he grants you the Small Key.

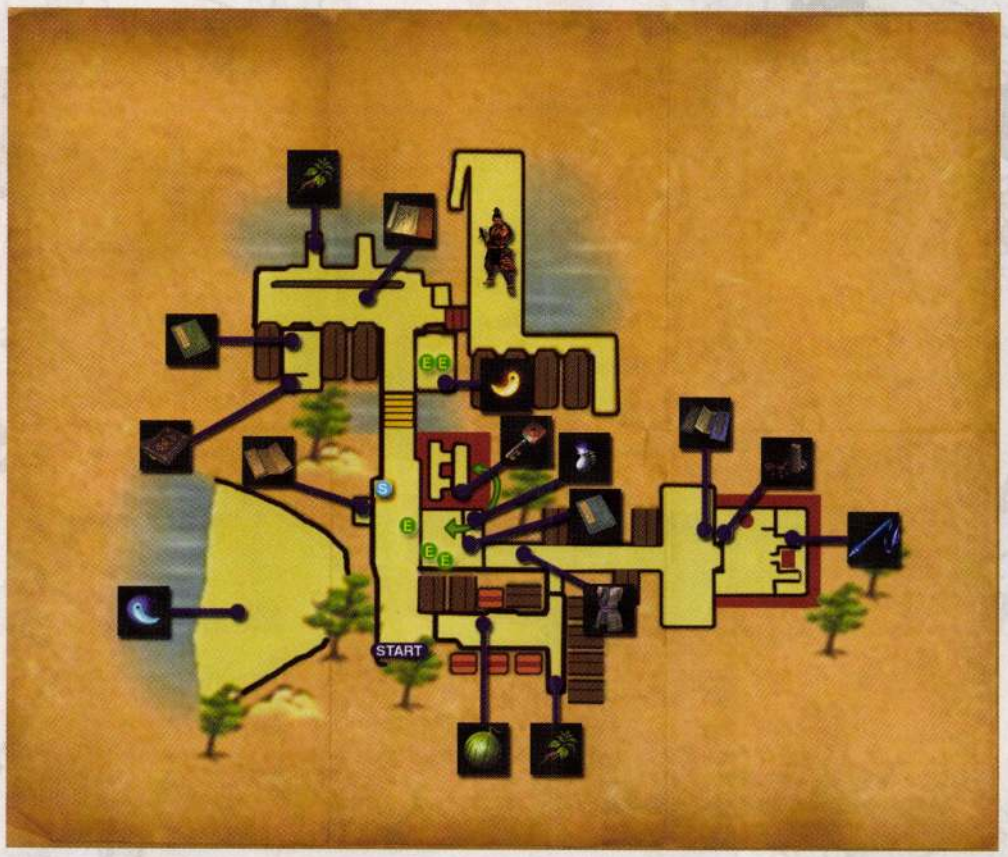
Arrive too late to help the SA Officer, and you'll find only his dead body.

The Small Key unlocks this tiny alcove, where you can procure a Power Jewel.

Shoot the Genma sack hanging from the ceiling to obtain an EcoSpirit.

Glad to be out of the sewage? Hop back in and continue pushing the crusher ball all the way to the tunnel's end. Glittering in the water to the left is a Secret Med, which restores most of Samanosuke's life even when his life bar is greatly extended.

TOWN OF SAKAI



MAP KEY

- Protective Mirror
- Herb
- Map: Sakai
- EcoSpirit
- Oni Jewel
- Watermelon (* Speak to Merchant)
- Blacksmith Key (* Loft Level)
- Oni Med Lv 1
- Jubei Rmr
- White Vest
- Scrl: Bind Move
- Raisen
- Medicine
- Toraya Order
- Power Jewel
- Hideyoshi Rmr
- Time Lab 1

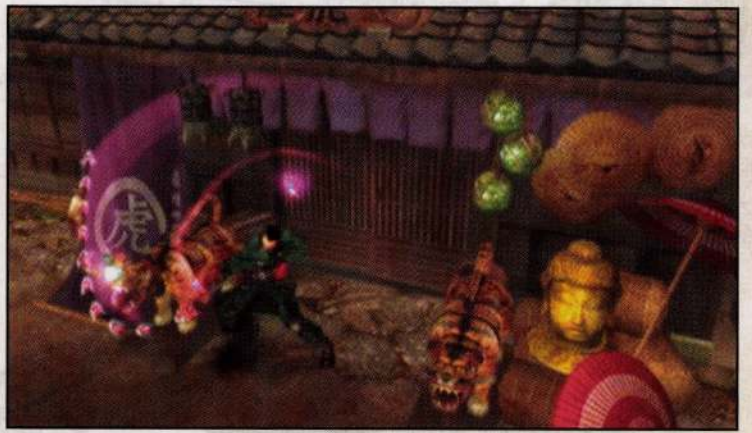
Frequently Encountered Genma

SAKAI'S MAIN STREET

Jacques' discovery of the **Wristwatch** at Lazuline Hall leads him to the small coastal port town of Sakai. The citizens in town are friendly. Stand in front of any NPC and press ✕ to speak with him or her. After you procure the numerous items hidden along the main street area, enter the double doors across from the Protective Mirror's location.

Destroy the vase across from the Protective Mirror to release a Firefly.

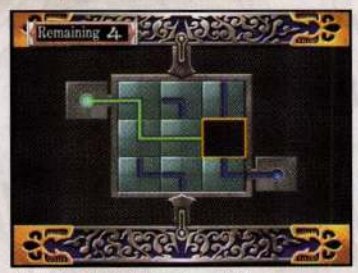
After releasing the Firefly, climb the ladder of the watchtower and take the Map of Sakai from the treasure box. Use the Firefly to land on the beach and open the Puzzle Treasure Box.



Whack the head off the tiger statue to the left of the shop entrance to obtain an EcoSpirit.

Puzzle Treasure Box: Town of Sakai Beachfront

You must solve the Puzzle Treasure Box on Sakai's beach in five tile moves. The item inside is an **Oni Jewel**.



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Slide the second tile in the middle row.

Slide the second tile in the bottom row.

Slide the third tile in the bottom row.

Slide the third tile in the middle row. Puzzle complete.

MASTER'S SHOP

Before speaking to the man inside the shop, exit the back door and open the treasure box to obtain Ako's **White Vest**. When the Tengu is equipped with this item, the character gradually regains health while standing still. Return inside the shop and speak to Master. The nervous shop owner hastily brooms Jacques out the door. For another clue in the mystery of Sakai, head back toward the town's entrance and speak to the kid poking his head into the open pot. He'll share his discovery with you only in exchange for something to eat. Continue toward the town's entrance, and head east down the stairs to the left of the double doors.

To gain two EcoSpirits, smash the clay pot and the tiger statue's head to the left, just inside the shop door.

Avoid speaking to the shop owner for the moment. Face the raised platform and open the Tengu box to obtain an Oni Med Lv 1. Pick up the Jubei Rmr lying on the wooden platform to the right.

Obtain the White Vest located in the alley behind the store before you speak to Master inside the trading post.

Jacques receives questionable hospitality from Master inside the shop.

MARKET STREET TRADING

After talking with the boy on the main street, go to the market and give the Wristwatch to the farmer in exchange for a Watermelon.

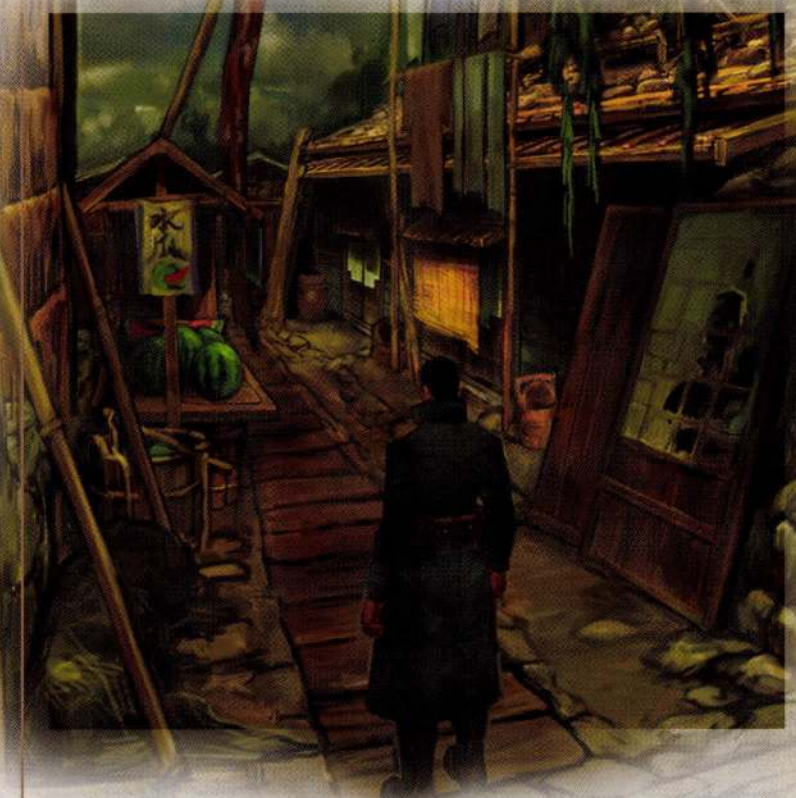
A treasure box tucked into the niche at the market street's southeast corner contains an Herb.

All the folks in the market area have amusing things to say. However, the man at the fruit stand on the left will trade a piece of **Watermelon** in exchange for your Wristwatch. Return to Main Street and give the Watermelon to the kid near the open pot. After the child runs off, search the container. The Firefly inside relocates to a hovering position in front of Master's store. Use the whip to swing up to the awning, and slip through the open window.

Bribe the kid on main street with the Watermelon, then use the Firefly to sneak into the trader's upper level.

After learning of Master's shameful secret, search the stack of items on the loft to obtain the **Blacksmith Key**. Use the Firefly inside the store to drop to the ground level. If you previously failed to obtain Ako's White Vest from behind the shop, you now have another chance.

The Blacksmith Key lies in the loft above the shop.



BUSINESS AT THE BLACKSMITH

When you exit the front doors of the shop, Genma invade the town. Enemy sets will now appear in every outdoor area. Carve a bloody path east down the market street area, and continue down the alley behind Master's store, which leads to the Blacksmith. Use the key to unlock the smith's door and enter. Take the glowing blue ring from the shrine at the back of the forgery to obtain Jacques' **Raisen** lightning weapon. Try to raise this weapon to level 2 before leaving Sakai.

The watermelons at the market stand are enemies! Actually, they're just valid targets. When your attacks slice the rinds, Ako will slowly draw yellow souls from the watermelons.

Outside the Blacksmith, run down the path in a zigzag pattern to avoid Archers' arrows. Destroy the shooting enemies first, and then take out the heavily armored Fugaku with magic powered bind attacks.

The treasure box outside the Blacksmith's contains the Bind Move scroll. Return to the Protective Mirror on the main street if you wish to attempt the new "Oni Bind-Bind Move" training session.

A Tengu box contains Medicine on the shelves just inside the Blacksmith's.

Jacques's new spear-whip weapon can electrify a small, circular area with lightning magic.

DOCKSIDE

Defeat all the enemies on the main street, starting with the Archers perched high in the watchtower and near the tall wooden doors at the back of the drawbridge. Continue through the northern doors to the pier.

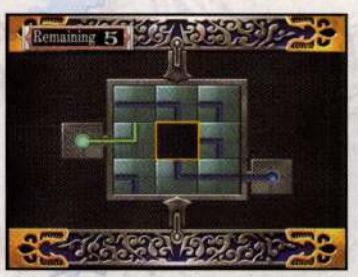
Pick up the Toraya Order standing on the ground near the heap of Genma cargo.

Enter the storeroom behind the barricade that blocks the wharf stairs, and smash the clay pots to reveal two EcoSpirits.

Draw the souls from the Soul Statue, and solve the tricky Puzzle Treasure Box at the back of the storeroom.

Puzzle Treasure Box: Town of Sakai Storeroom

The Puzzle Treasure Box in the storeroom near the wharf stairs requires six tile moves to open. The reward is a **Power Jewel**.



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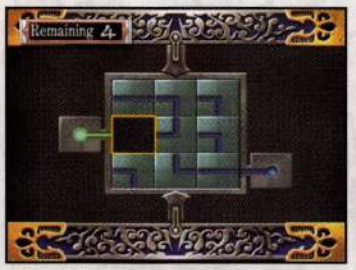

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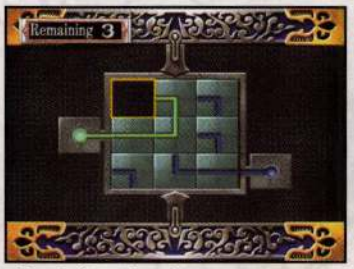

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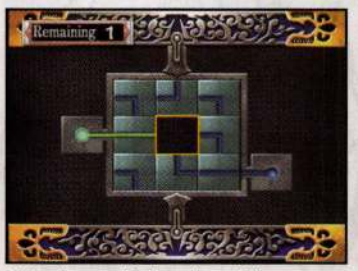

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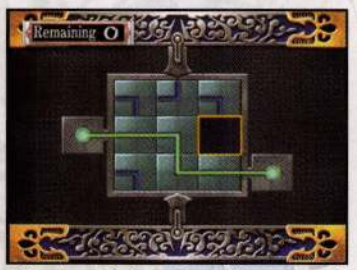


Slide the third tile in the middle row. Puzzle complete.

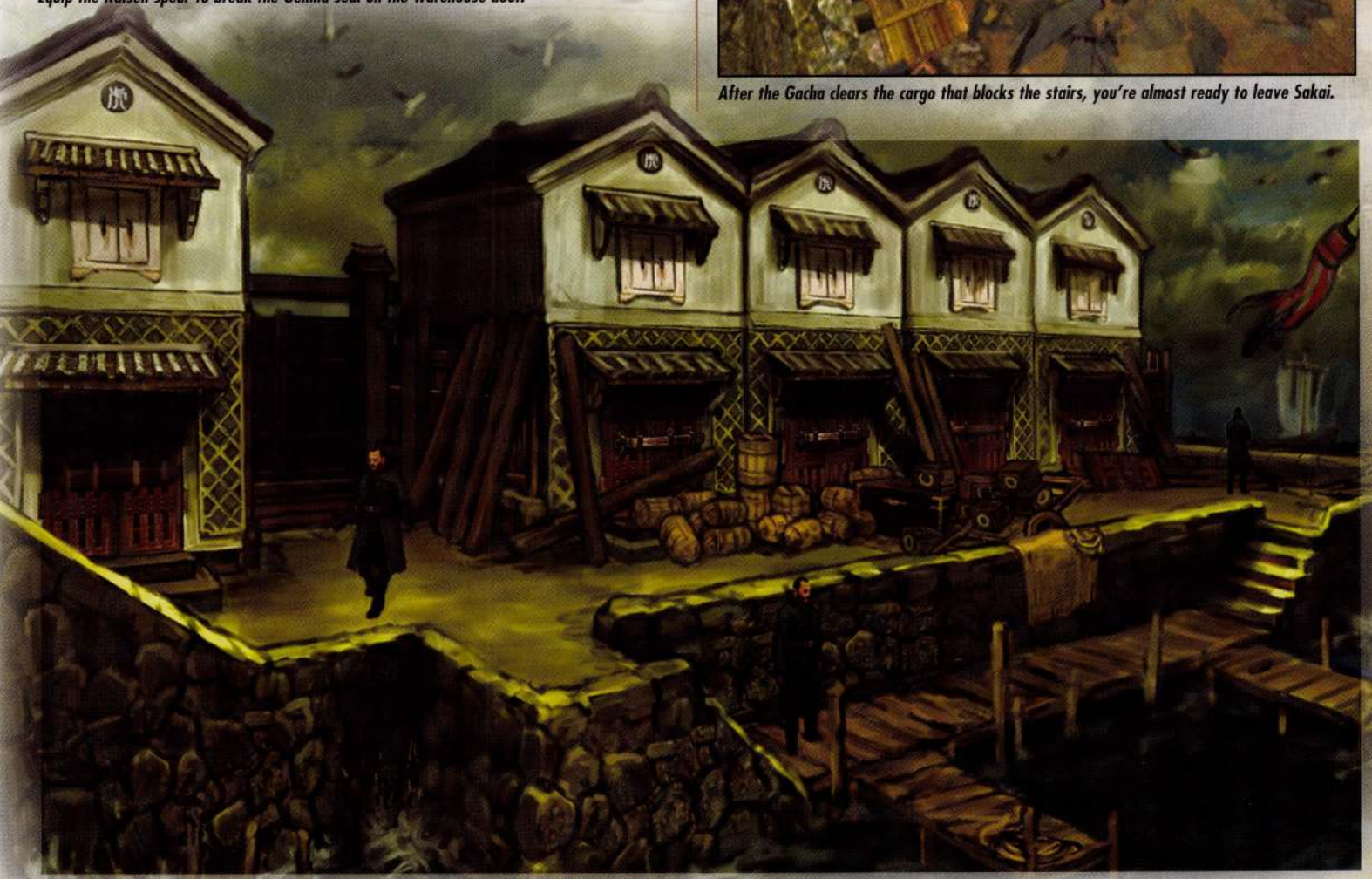
THE HEAP

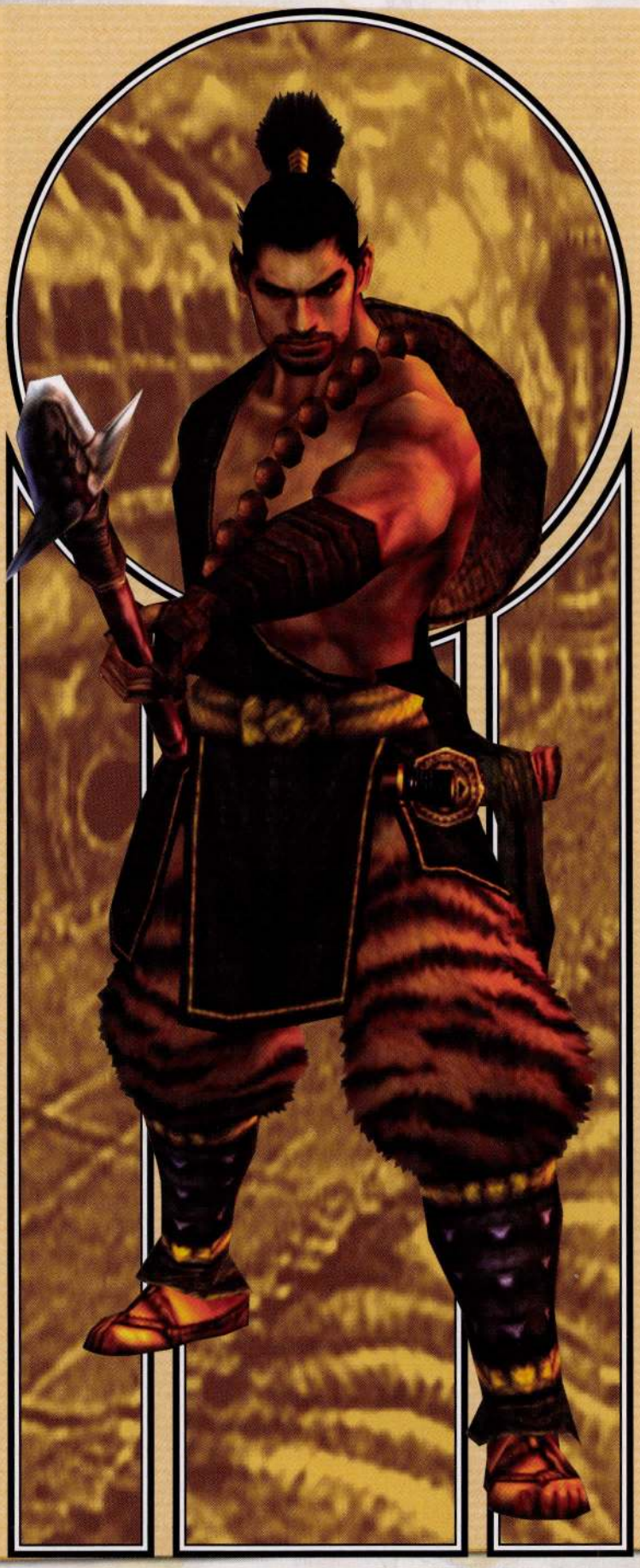
Equip the Raisen and examine the door with the blue seal. The seal responds to the weapon's power and rescinds. Inside the warehouse full of futuristic wares, read through the **Hideyoshi Rmr** file located near the door. There is a treasure box containing the **Time Lab 1** book at the back of the warehouse. Exit the warehouse, and a Gacha smashes through the barricade that previously blocked off the wharf area. Defeat the enemies with Samanosuke's help, and ascend the east stairs.

Equip the Raisen spear to break the Genma seal on the warehouse door.

Obtain Guildenstern's journal of time-tinkering from the back of the warehouse.

After the Gacha clears the cargo that blocks the stairs, you're almost ready to leave Sakai.



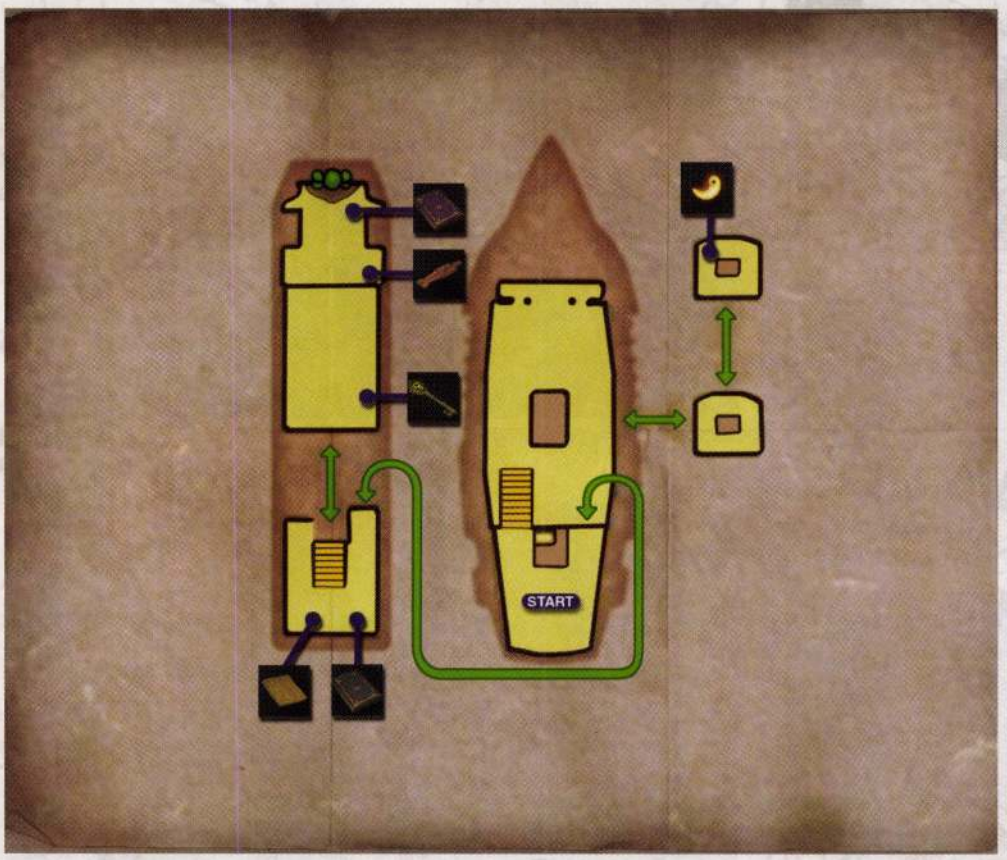


HEIHACHI

Heihachi is a strong and noble warrior, who just happens to be working for the wrong side. Samanosuke helps you defeat this antihero, so the battle is a synch. Like Ranmaru earlier, Heihachi's defense is incredibly strong. The only way to land a normal or charged attack is by sliding left or right of Heihachi and attacking while he swings his magic spear. Defend yourself each time he attempts an assault, especially when Heihachi's spear turns red and he begins to spin it rapidly.

Continually attempt to slide around and behind Heihachi to flank him, while Samanosuke attacks from the front. When the spear master is sandwiched between Jacques and Samanosuke, lash out with magic attacks. Otherwise, he may slide out of the way and your magic power will be wasted. The best way to win this battle is with well-timed Critical Hits, if you possess the timing and the skill.

WESTERN SHIP



BOUND FOR PORTS UNKNOWN

Smash the barrel in the main deck's forward corner to release a Firefly.

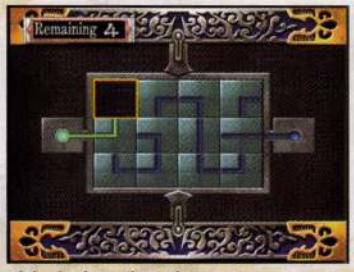
Ride the Firefly up to the crow's nest, and use a second Firefly to glide over to the forward mast. Solve the Puzzle Treasure Box and drop back to the deck.

Wait patiently for the Genma Swordsmen to ascend the stairs to the aft deck, where Jacques starts. The sharp incline makes it impossible to fight enemies on the steps. When the stairs are completely clear, rush down to the main deck and defeat the Fugaku.

Enter the door under the raised aft deck.

Puzzle Treasure Box: Western Ship Crow's Nest

The Puzzle Treasure Box on the forward mast's platform high over the ship's deck requires five tile moves to open. The pirate's treasure is a **Power Jewel**.



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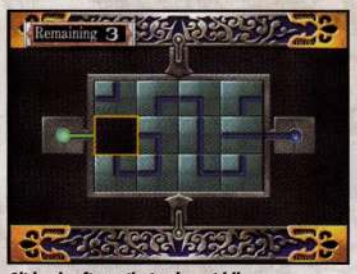

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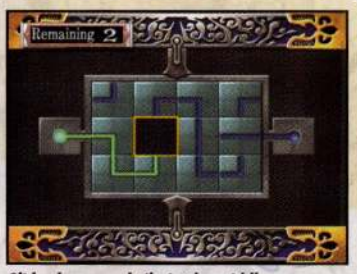

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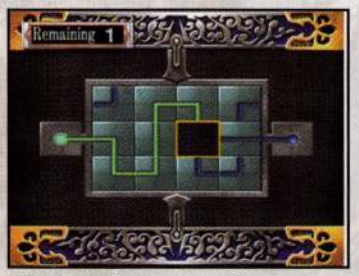

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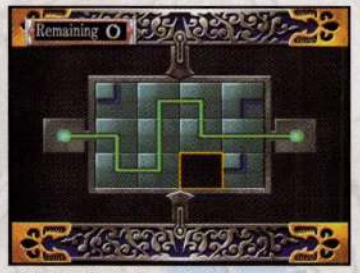


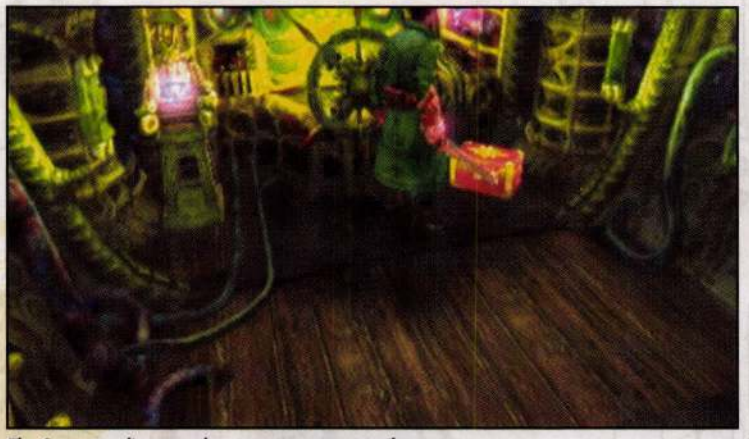
Slide the third tile in the bottom row. Puzzle complete.

CRAZY DOLL CHASE

At the top of the stairs, grab the **Genma Notice** and open the red treasure box to obtain the **Map: Western Ship**. Descend the steps and slash apart the portrait of Guildenstern to reveal another treasure box. When you attempt to open this one, a male killer dolly leaps out. Chase this little, axe-wielding monster around the hold, and destroy it to obtain the **Wheelhouse Key**. Use the Wheelhouse Key to unlock the scary-looking door on the hold's lower level.

The Gajimaro may disappear in a puff of smoke. If so, chase it to the upper level.

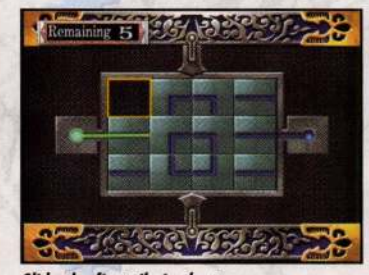
Solve the Puzzle Treasure Box in the wheelhouse, absorb the contents of the Soul Statue near the navigation equipment, and snatch the **Logbook** from the treasure box. Exit the wheelhouse.



The Genma trading vessel seems to run on autopilot.

Puzzle Treasure Box: Western Ship Wheelhouse

The Puzzle Treasure Box in the ship's navigational hub must be solved in six tile moves. The box contains a **Wood Charm**, which automatically revives a character from death one time.



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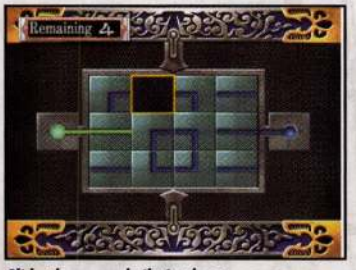

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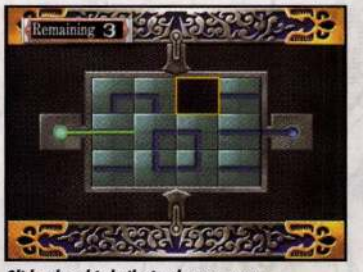

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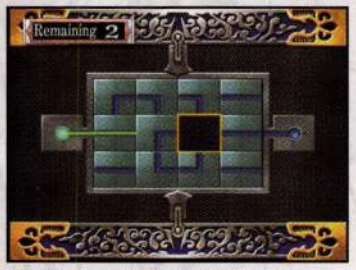

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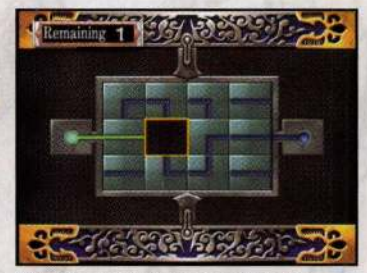

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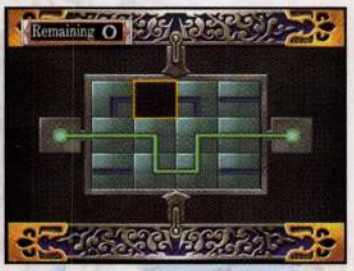
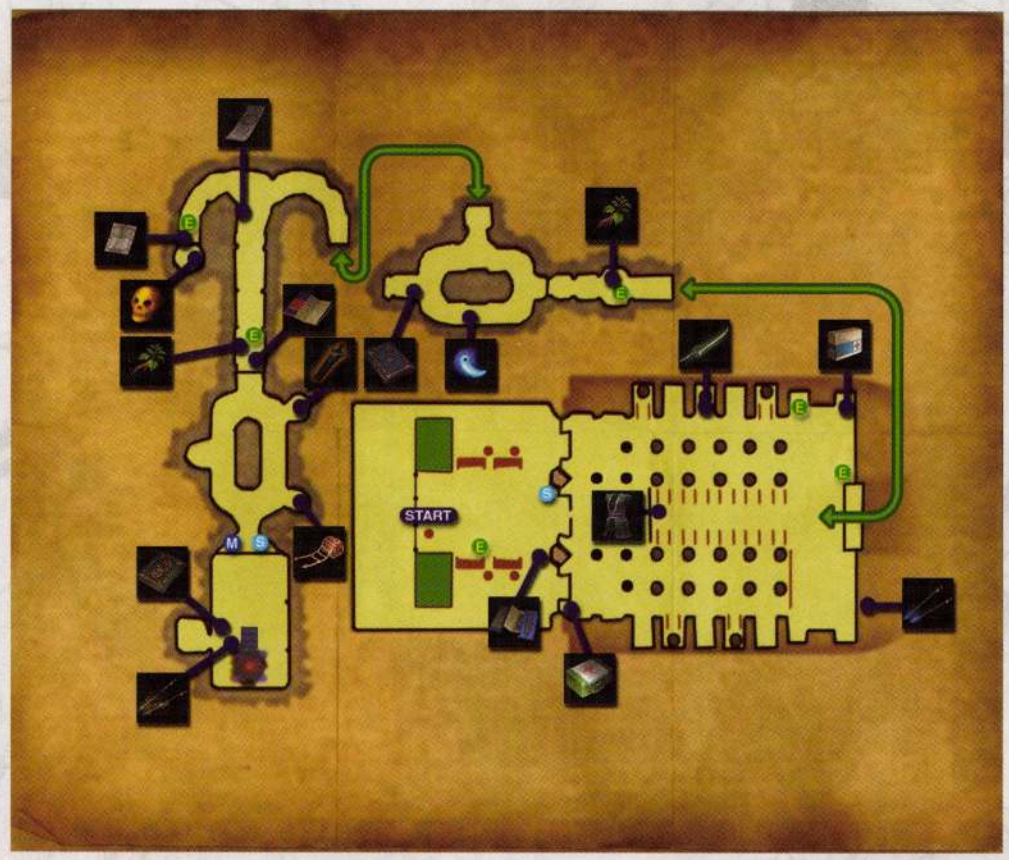


Slide the second tile in the top row. Puzzle complete.

NOTRE DAME



MAP KEY

S	Protective Mirror		Oni Jewel
E	EcoSpirit		Anti-Dark Chm
	Scrl: D Critical		Map: Notre Dame
	First-Aid Kit		Dark Parchment
	Kuga		Gold Skull
	Salve		Statue Charm
	Ice Arrows x20		Rope Laddder
	Green Vest	M	Magic Fountain
	Herb		Time Lab 3
	Genma Rmr		Electric Arrow x20

Frequently Encountered Genma

ENTER THE CATHEDRAL

Samanosuke's Tenso swords must be at level 2 or higher to break the Genma seal on Notre Dame's entrance. Use the Protective Mirror nearby to improve the dual blades. If not enough souls are available, crawl down the open manhole and return to the sewers. In the long tunnel, you will encounter an army of Batobones and Batochaika. Slay these waterborne Genma and absorb their souls until Samanosuke has at least five lines worth or 5000 souls.

Smash apart the trashcan on the right to reveal a hidden EcoSpirit.

Someone discarded the Deflect Critical scroll on the ground to the right of the entrance. With this in hand, the Deflect Critical training session is now available at the Protective Mirror.

CORRUPTION IN THE CHURCH

Navigate down the aisle along the north side of the cathedral, slaying the Zorms and Zagats attempting to impede your progress. After collecting the plentiful items in the chapel, examine the left side of the altar to find a red stone. Move this odd piece to raise the altar, revealing a hidden entrance to an underground crypt.

Check behind the sealed doors south of the cathedral entrance to find a partially hidden treasure box that contains a First-Aid Kit.

Smash the two urns in the northeast corner of the cathedral to locate an EcoSpirit. Another urn to the left of the altar hides another green stone.

Slay the Babian that leaps out of the nearby treasure box to obtain a Salve.

Absorb the souls from the statue in the southeast corner, and let Ako open the nearby Tengu box to bring forth Ice Arrows x20.

Ako's Green Vest is tucked in the treasure box located in the aisle between the pews. With this robe equipped, the Oni Gauntlet can kill by absorbing souls from living foes.

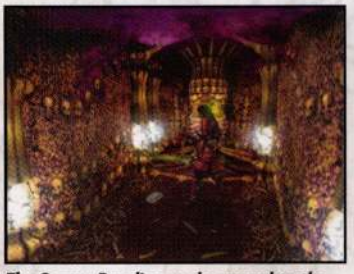
CONVERTED MAUSOLEUMS

There is a dangerous device in the center of the second crypt chamber. Spinning blades travel along inside the circular room's wall. If struck, Samanosuke is knocked to the ground for massive damage. The problem is that the blades come in pairs, so that the samurai might inadvertently stand up just as the second blade comes around. Wait for the dual spinning blades to pass, and then move along the north wall as if following the blades. Make your way to the alcove on the room's west side, and move the skull object to raise the gate on the north wall. The blades retract into the center, just as a large squad of Bazu enemies appears. Grab the items situated around the room and find the exit on the north wall.

Examine the strange monument in the center of the first crypt chamber. Shoot arrows to knock the Genma sacks off the ceiling to obtain an Herb and an EcoSpirit.

Wait near the entrance until two spinning blades pass, and then follow them along the north side of the circular room.

Stop in the space near the closed gate to the north, and wait for the blades to pass again before continuing.



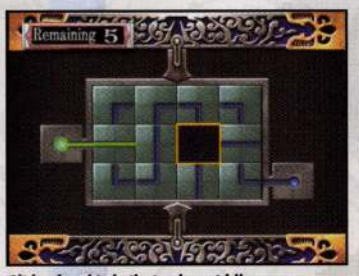
The Genma Rmr lies on the ground to the left, inside the west alcove. Move the skull on the nearby device to open the exit and stop the spinning blades.

When Bazu enemies roll at Samanosuke, they can inflict several hits of damage simultaneously. Hold L1 and defend yourself until Bazus stop rolling, then counterattack.

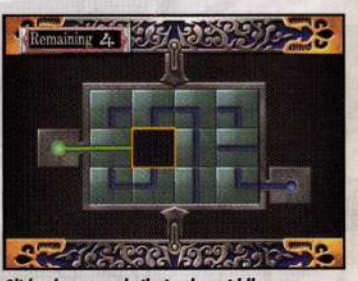
Open the Puzzle Treasure Box in the south passage after clearing the area of enemies.

Puzzle Treasure Box: Notre Dame East Crypt

The Puzzle Treasure Box in the chamber under Notre Dame must be solved in six tile moves. The item is an **Oni Jewel**.



Slide the third tile in the middle row.



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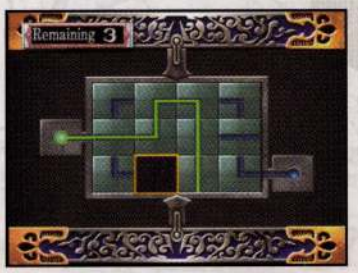
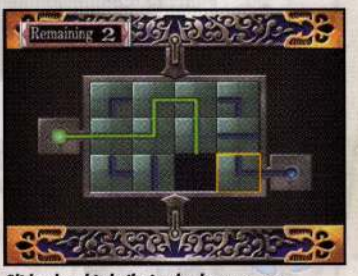


Slide the second tile in the bottom row.



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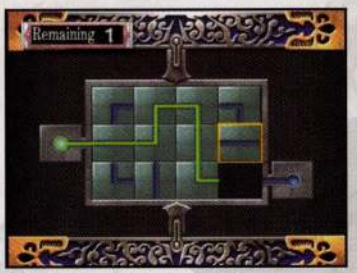
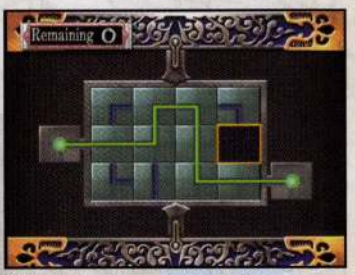


Slide the fourth tile in the bottom row.



Slide the fourth tile in the middle row. Puzzle complete.

TALISMAN AGAINST DARKNESS

Hack and slash the Bazu enemies appearing at the intersection of the next passage. Smash the red globe on the wall and examine the remains to find the **Anti-dark Charm**. While possessing this item, Samanosuke can absorb greenish-black clouds of evil in the same manner as he does other souls. The south door is sealed by the power of air, so Samanosuke must now return to the cathedral to obtain the appropriate magic weapon.

Smash the glowing globe at the corner to obtain the Anti-dark Charm, which can absorb evil clouds.

To obtain an Herb and an EcoSpirit, use arrows to knock the two Genma bags off the ceiling in the south passage. The nearby treasure box contains the Map of Notre Dame.

Near the edge of the western pit, shoot the Genma bag off the ceiling to get another EcoSpirit. The Dark Parchment lies in the treasure box.

RESTORING LIGHT TO THE CATHEDRAL

Return through the crypt chambers to the main cathedral. Defeat the enemies and examine the statues along the south and north walls. The middle statue on the north wall holds a glowing orb, a new weapon for Samanosuke. To obtain the orb, use the Anti-dark Charm's power to absorb the greenish-black clouds of evil on the four saintly statues in the cathedral's side alcoves. Visit each statue in order, as indicated by the number of lit candelabras in front of each statue. When the task is complete, examine the griffin statue on the north wall to obtain the **Kuga** broadsword. This magic weapon can fling crescent-shaped wind blades across long distances to attack numerous enemies standing in a line. The weapon will also open the sealed door in the crypt below, so return there now.

Start abolishing the evil that corrupts Notre Dame by absorbing the dark cloud that covers the statue on the north wall where one candelabrum is lit.

Next, absorb the evil from the statue where two candelabras are lit, and continue in this order until the orb in the griffin's mouth shines with magic power.

UNSTOPPABLE BLADES

Return through the crypt passages to the third chamber. Equip the Kuga broadsword to unseal the south door, and proceed. Samanosuke enters another chamber where blades spin around the center, but the dangerous sickles cannot be halted by any means. Wait in the safety of the alcove near the entrance until the blades pass, and then follow the blades around the west side of the circular chamber. Move from alcove to alcove, allowing the spinning blades to pass each time before proceeding. The south exit is locked, and appears to be missing a tiny skull item. Wait for the blades to pass yet again, and make your way quickly to the southeast alcove where a treasure box sits. A **Rope Ladder** is inside the box. Take this item and return to the previous passageway of the mausoleum.

When you reach the first alcove on the west wall, quickly slash away the Bera weeds before they have a chance to knock you backward into the spinning blades.

Use the Magic Fountain near the locked south door to recharge your magic power, and save your game at the Protective Mirror.

Quickly slash the Bera plants in the southeast alcove and open the treasure box to find a Rope Ladder. This allows you to climb into the pit of the previous chamber.

While you seek momentary safety from the spinning blades in the northeast alcove, solve the Puzzle Treasure Box to gain a valuable power-up.

Puzzle Treasure Box: Notre Dame Slicing Corridor

The Puzzle Treasure Box in the chamber of the spinning blades can be opened in five tile moves. The treasure is a **Statue Charm**, a Western version of the auto-reviving Wood Charm.

Slide the fourth tile in the second row.

Slide the fourth tile in the third row.

Slide the third tile in the third row.

Slide the second tile in the third row.

Slide the second tile in the second row. Puzzle complete.

GUILDENSTERN'S TRANSPORTER

Return to the edge of the pit and use the Rope Ladder. Climb down the ladder to the floor of the pit and open the treasure box to acquire the **Gold Skull**. Climb out, head south again and dodge the blades as you make your way around the slicing corridor to the lower door. Insert the Gold Skull in the door to unlock it, and proceed into the next chamber. The treacherous Guildenstern summons two powerful Dordo monsters to attack Samanosuke, and he escapes. If you survive your first encounter with these powerful sword-swinging demons, enter the teleporter on the raised platform and use the device to proceed to the next stage.

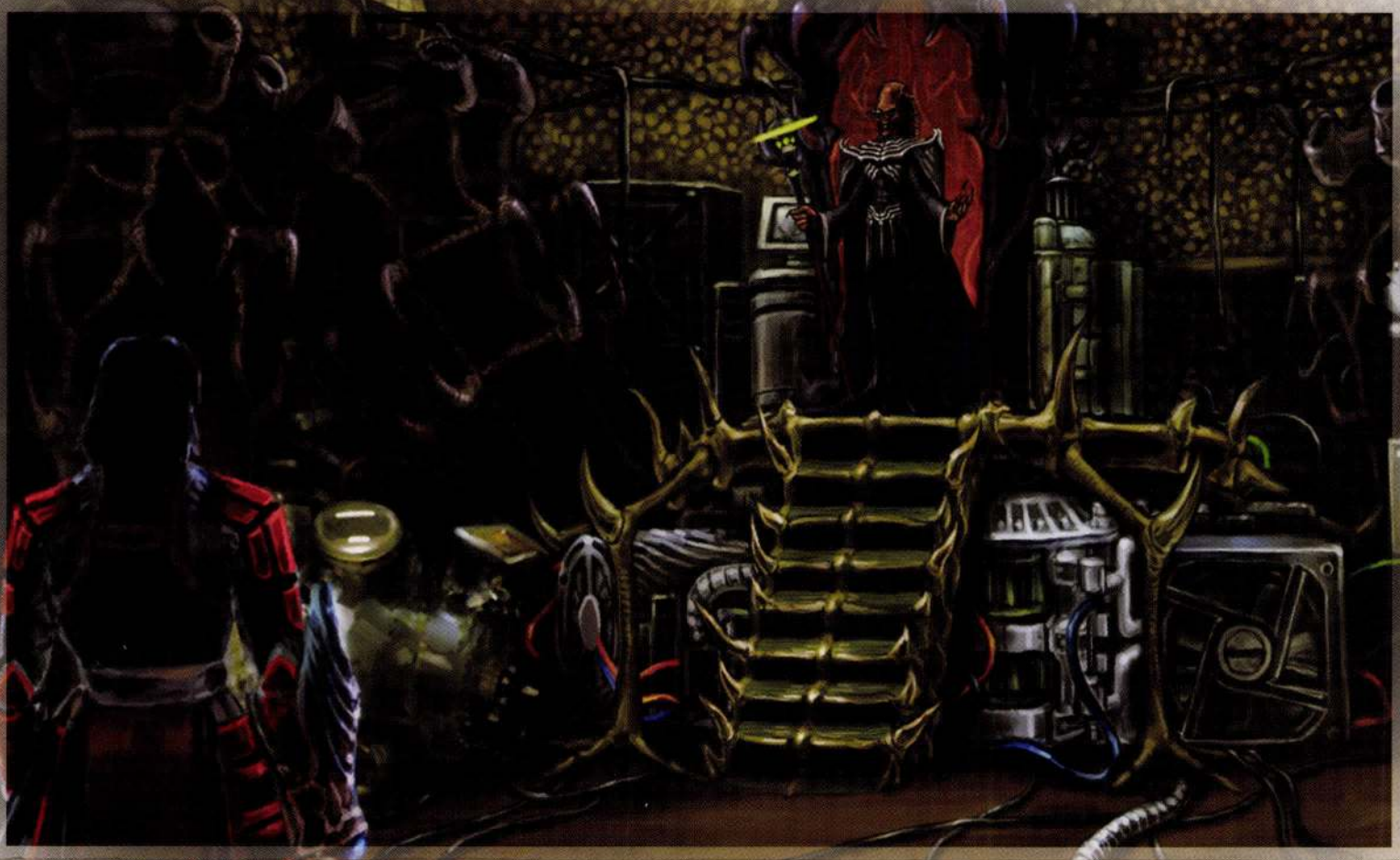
Use the Rope Ladder to climb to the bottom of the pit and obtain the Gold Skull.

Unlock the south door in the slicing corridor by fitting the Gold Skull into the open slot.

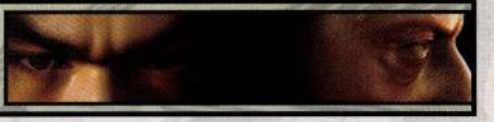
Use magic attacks to slay at least one of the Dordos as quickly as possible. Never try to take on two Dordos at once!

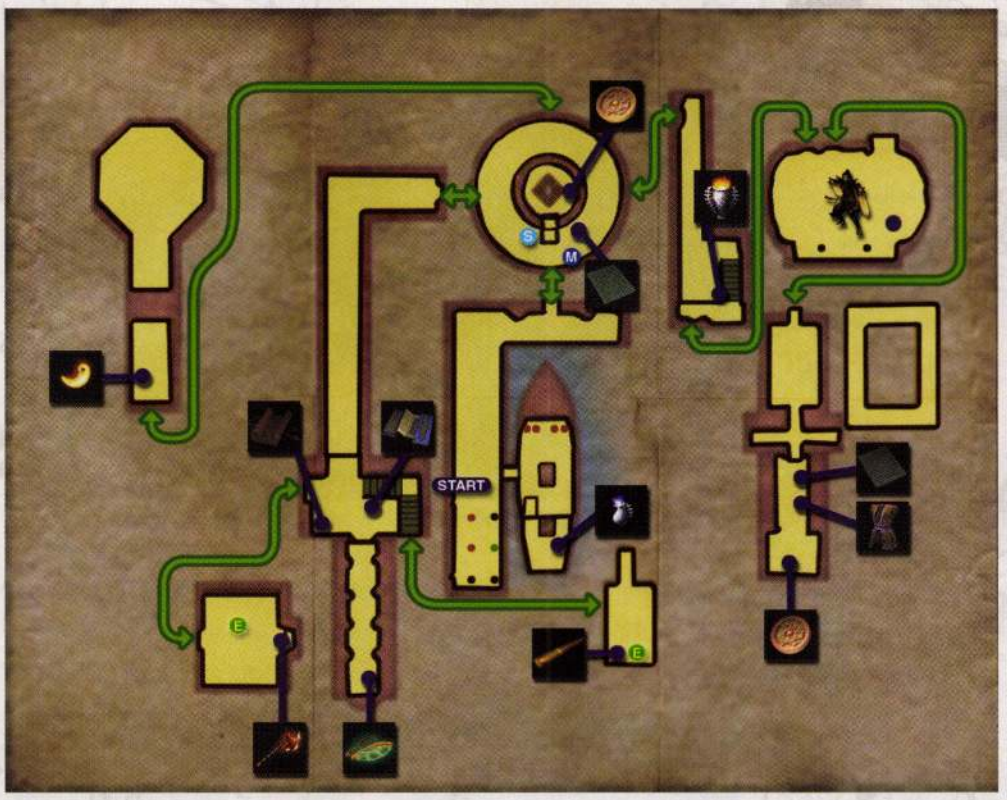
Holding L1 is not sufficient to block some of the Dordo's attacks. Use evasive moves to circle behind the Dordo if possible, and strike from the rear with charged slashes.

The Time Lab 3 book lies on the ground beside the teleporter platform's stairs. Open the Tengu box to receive Electric Arrows x20.



UNDERSEA TEMPLE



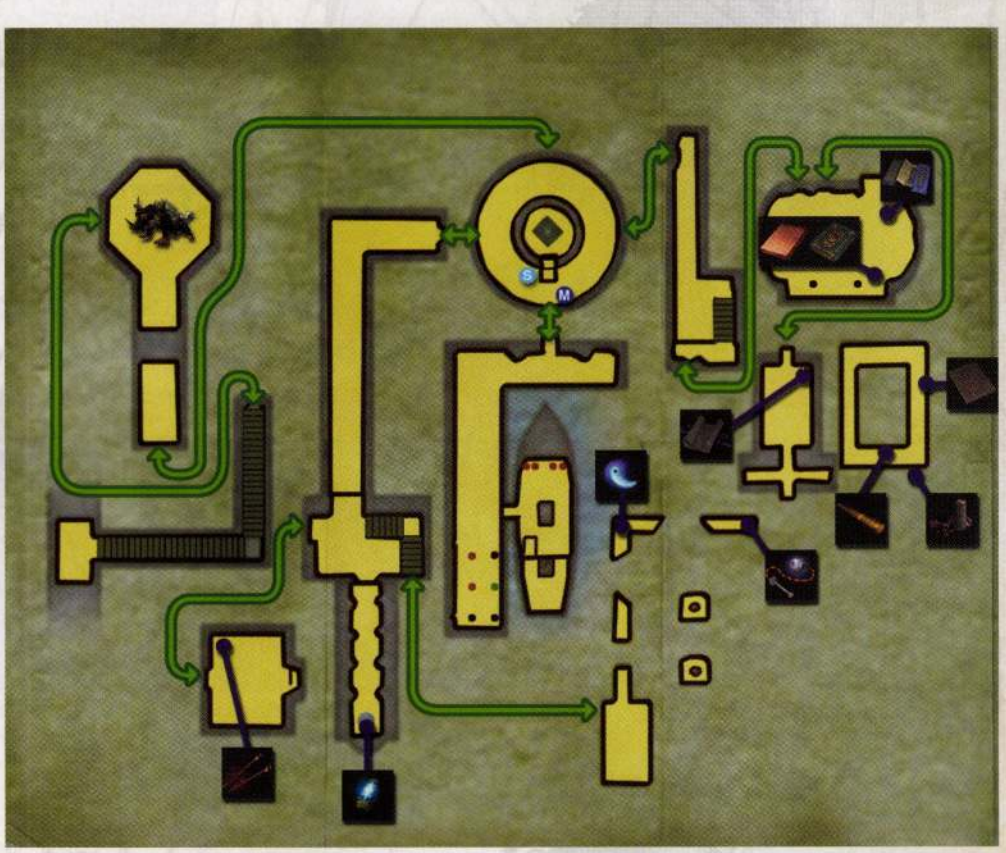


MAP KEY

	Oni Med Lv 1		R Dragon Horn
S	Protective Mirror	E	EcoSpirit
M	Magic Fountain		Firefly Wings
	Tblt: TimeFold		Chigo
	Yellow Disk		Tblt: Temple
	Secret Med		Yellow Vest
	Blue Disk		Red Disk
	Map: Sea Temple		Power Jewel

MAP KEY

S	Protective Mirror		Medicine
M	Magic Fountain		Oni Tortoise
	Ancient Slab		Hyosai
	Time Lab 2		Oni Jewel
	Scrl: Critical		Soul Arrow x10
	L Dragon Horn		Power Crystal
	Map: Sea Temple		



Frequently Encountered Genma

BETWIXT IN TIME

Both Samanosuke and Jacques arrive at the secret underwater base of the defeated Oni clan, only they're separated by 500 years. Samanosuke will be unable to explore this area fully until Jacques makes changes to the environment in the past. The two must pass several key items back and forth in time, with Ako as the courier. The Undersea Temple is one of the most complex stages in the game, with action switching back and forth between the present and the past.

Ako's time travel abilities fall under your control during this segment of the game.

The samurai arrives at the temple first. Proceed into the second chamber. Just inside the circular room, Samanosuke encounters a Protective Mirror, a Magic Fountain, and a new type of device called a Time Folder. Open the treasure box beside the shimmering ornament to find the **TimeFold tablet**, which explains how the device is used. You can manually send Ako to visit Jacques 500 years in the past, and you may also load her up with certain key items and supplies to carry to the other character. Wait until you actually have a useful key item to send before attempting this.

Search the aft deck of the now ancient and dilapidated Western Ship to find an Oni Med Lv 1.

With a Magic Fountain present, you can use magic attacks more freely throughout this stage.

Surrounding the circular chamber are three color-coded doors. At this point, Samanosuke may only enter the yellow door to the east. If you go through the yellow door, you will find a chamber that is flooded and impassable. Return to the circular chamber and ascend the central stairs to the raised platform. Examine the lantern burning with yellow fire to find the **Yellow Disk**. Taking this item from the lantern removes the stairs from the yellow door.

Samanosuke will find roadblocks in the present time that Jacques must remove in the past.

Take the Yellow Disk from the lantern and send it 500 years back to Jacques.

USING THE TIME FOLDER

Return to the Time Folder at the base of the stairs, and examine the glowing purple crystal to open the device's menu. The options "Store" and "Warp" appear, along with a list of items that Ako can carry into the past. To send items with Ako through the Time Folder, highlight the Store option and move the cursor to the middle column. Highlight the Yellow Disk and press ⊗ to move the Yellow Disk from the Samanosuke column to the Ako column. Then use the "Warp" command to send Ako on her way. The Tengu will give the item to Jacques after she time travels.

Ako can carry four key items, recovery aids, or arrows at a time.

Balance Your Supplies

When sending Ako through time to visit the other main character, try to remember whether that person is short on recovery items. If the character that is sending Ako has a lot of extra supplies, be sure to send them along to the other character. If one character has many Wood Charms or Statue Charms and the other character has none, send one to the vulnerable character. Use the Time Folder to balance out your characters' supplies, in case one hero has been having a rougher time in the game. If Jacques has picked up any arrows dropped by slain foes, send them all to Samanosuke, as he can actually use them.

BEYOND THE YELLOW DOOR

Ako emerges from the Time Folder to find Jacques just arriving on the self-piloting Western Ship. Defeat the Genma welcoming committee on the platform, and proceed into the circular chamber. Ascend the central platform and set the Yellow Disk into the hole on the appropriate lantern. Go through the door on the east wall.

Fugaku are strong but not too bright. They begin swinging their clubs too soon, and if you stand back they will actually eliminate half of the smaller enemies for you. Fugaku are also bad about damaging each other, if you can make them form tight groups.

The eastern stairwell is still flooded even in Jacques' time, but a Firefly floating over the water allows him to cross to the raised platform. Quickly take out the Archers, and then examine the dragon's head ornament on the wall to the right of the door. The head is missing its left horn and seems to be twisted sideways.

Jacques can glide over barriers in the temple by using Fireflies.

Ignore the glowing chamber beside the door for a moment, and proceed to the back of the workshop. Open the treasure box beside the shielded shrine to find the **Ancient Slab** and the **Time Lab 2**, both tucked in the same box. After Ranmaru Mori unleashes some Dark Crow ninja Genma on Jacques, step into the elevator beside the entrance. Press ⊗ to push the button inside the chamber and raise the device up to the library.

The Critical scroll lies on the ground in the northeast corner of the workshop. The next time you're at the Protective Mirror, try to clear this nearly impossible training session.

Didn't Ranmaru Mori die by Samanosuke's sword? Remember that Jacques time traveled to the past, several days before the tragic encounter at Honnoji Temple; the annoying Ranmaru is still alive and up to no good.

LIBRARY SECRETS

The combination of a Fugaku covered by Archers positioned high on the surrounding walls is a deadly one. However, you can avoid damage entirely by running past the armored giant and using the Ancient Slab at the stone bookshelf behind the Fugaku. While Jacques is solving the puzzle, all of the action in the library freezes. On this bookshelf, some of the tablets are colored red. Insert the Ancient Slab, and rearrange the tablets so that the numbers on the outside add up to 22. The solution is detailed in the following special section.

Avoid a whole lot of damage by making a beeline for the bookshelf behind the red-armored giant.

Get inside the secret space quickly to avoid Archers' arrows. The Fugaku follows, but this is better than suffering a half dozen arrows. Dispatch the giant swiftly with magic attacks.

Release the Firefly from the box in the secret area, then rise to the Archer's level and chop them down.

Solving the puzzle removes the bookshelf to reveal a secret space. At the back of the secret area is a door sealed with earth magic. Jacques does not have the appropriate weapon to remove this seal. Head down the small passage to the right and open a treasure box to release a Firefly. Return to the main part of the library and use the Firefly to rise to the upper level. You can now take out the Archers with the greatest of ease. A treasure box containing the **Left Dragon Horn** is at the south end of the upper level.

When the library is cleared, open the treasure box beside the elevator to obtain the Map of the Sea Temple.

The Tengu box on the shelf above the upper level of the library contains a Medicine.

Search the stone shelves along the east wall on the upper level to find the Oni Tortoise tablet. Jubei Yagyu rode the Oni Tortoise in Onimusha 2: Samurai's Destiny.

Puzzle Solution: Library Tablet Puzzle

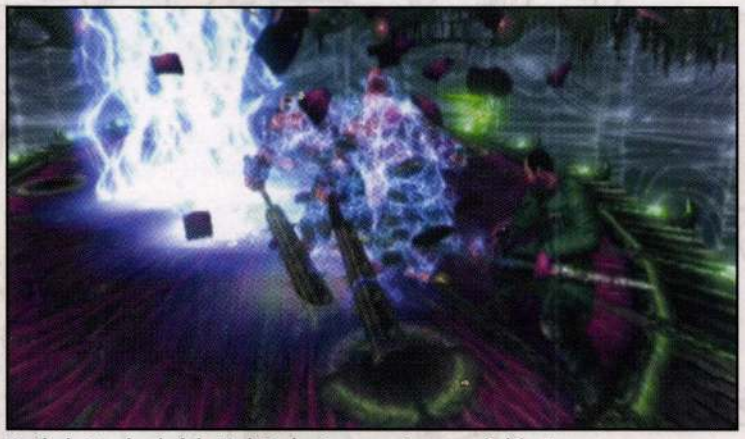
Insert the Ancient Slab found in the workshop room into the open space on the stone bookshelf. You may rearrange two of the slabs at a time. The numbers on the outside of the slabs must create an equation that is equal to 22. Rearrange the slabs until you create the following formula: **5 x 4 + 3 + 1 – 2 = 22**. The bookshelf slides aside to reveal a secret area.

ENTER THE DARK REALM

Move into the small alcove to the left of the door locked by the earth seal in the secret area. Stand near the end of this seemingly empty corridor for a full second, and the Gatekeeper will appear. The Gatekeeper is a bizarre character who challenges noble warriors to enter the Genma's illusory parallel universe and fight hordes of enemies in tiny arenas. Once you defeat all the enemies in the first arena, you can travel to other arenas and continue defeating foes until you've championed the Dark Realm. More details on Dark Realm levels and their enemies are found in the Dark Realm chapter of this guide.

The Gatekeeper drops out of hiding in an alcove of the Library.

The Dark Realm available in the Undersea Temple is quite small compared to later versions, and if you best the easy arenas Jacques can gain the **Thunder Seal**. By holding this item until the end of the game, you will unlock Samanosuke's Raizan sword for use in your next game. Be sure to clear this small Dark Realm before leaving the Undersea Temple, because there's no coming back later!



On the bottom level of the Dark Realm, Jacques gains a wonderful prize.

RESUMING COURSE

Ride the elevator back to the workshop and return to the flooded chamber. Insert the Left Dragon Horn into the dragon ornament's head, and the flooded chamber drains. Send Ako back through the Time Folder so that Samanosuke may progress.

A Dark Puppet attempts to stop Jacques in the workshop. Grab and throw the golden pillars in the room to defeat it. Or, sidestep its attacks and strike with charged attacks while it is vulnerable.

Set the dragon right by returning its missing horn.

SAMANOSUKE'S DUEL

Because Jacques used the Yellow Disk in the past, the item is still in place in the present. Samanosuke may enter the yellow door on the east wall. The previously flooded chamber is now drained thanks to Jacques. Go upstairs and enter the workshop. The elevator in the workshop does not work because the temple has no running power in this time period. This means that the force field surrounding the small shrine at the back of the workshop is also down, and you may obtain the **Blue Disk**.

Defeat the Zagat enemies and open the treasure box under the stairs to obtain a Secret Med.

The Blue Disk is vulnerable without its force field.

GENMA RANMARU MORI

Taking the Blue Disk triggers an encounter with a ghost from Samanosuke's past. Genma Ranmaru has gained a few new attacks over his weaker human form. He moves and attacks more swiftly, employing superhuman spinning moves. Ranmaru leaps over your attacks, making him nearly impossible to hit. Occasionally he will shout just before flinging a green energy ball.

Fortunately, you can hold L1 to deflect all of Ranmaru's attacks. If you are good in health, attempt to counterattack whenever Ranmaru moves in to strike. Even better, strike a Critical blow when Ranmaru attacks. Each time you hit Ranmaru, a small amount of red, blue, and yellow souls will escape from him. Do not try to absorb these souls.

When Ranmaru attempts to reabsorb his souls, use magic attacks. More souls are released during your spell attack. Ranmaru tries to absorb these souls as well, so just continue striking him with magic while you can. This is the key to defeating him, and this strategy makes the battle pretty easy.

FLASH FLOOD WARNING

Exit the workshop and return to the central chamber. Insert the Blue Disk into the lantern with a blue flame, and stairs will rise to the blue door on the western side of the room. Proceed a short distance down the corridor, and the safety glass begins to crack. Continue until the glass shatters and the sea comes pouring in. Keep running continuously down the passage and through the south door. You should barely escape with the dangerous waters licking at your heels.

A few feet beyond the blue door, the sea comes crashing in. Hold the Up button of the D-pad to better control running for the exit.

DRAINING THE FLOODED CORRIDOR

Notice the large dragon ornament on the wall to the right of the doors. This dragon too is twisted the wrong way and missing a horn. Another elevator nearby is completely useless without power. The door at the back of this area is sealed with ice magic. Samanosuke does not have the right weapon to break the seal, so head upstairs.

Open the treasure box in the corner to obtain Samanosuke's slightly altered version of the Sea Temple Map.

The Chain Critical scroll lies at the base of the stairs. When next you visit the Protective Mirror, try to master this insanely difficult technique.

Some old crates are stacked in the corner of the balcony. Do not destroy the crates until you have eliminated the Bhaza enemies hovering over the area. When you strike the crates, a Dordo emerges from behind the boxes. Dordos are lethal enough, but when they have help from other monsters you have almost no chance of survival! Once the platform is clear, check the spot where the Dordo was hiding to find the **R Dragon Horn**.

One of the crates you smash contains an EcoSpirit.

Return the horn to the dragon to drain the connecting passage of seawater.

Return to the previous room and defeat the myriad of Genma that materialize. Use the Right Dragon Horn on the ornament to drain the connecting passage of water. Then return to the central chamber, take the Blue Disk from the lantern, and use the Time Folder to send it to the past with Ako.

SWINGING BALL OF ICE

When Jacques receives the Blue Disk from Ako, ascend the stairs and place it in the appropriate lantern. Enter the blue door and proceed down the glass passage. Fight your way through the next room and return to the balcony where Samanosuke found the horn 500 years from now. In Jacques' time, there is a Firefly hovering over the broken stairs. Use the Fireflies to cross the gaps in the balcony, and make your way to the northern platforms. Solve the Puzzle Treasure box in the northwest corner, and defeat the Dark Puppet guarding the fallen Fireflies. Once the area is clear, examine the Fireflies and they will move to three positions over the balcony and the Western Ship.

Glide across the disconnected balcony sections using Fireflies.

Glide across the last gap in the balcony to the shrine in the corner. Here, Jacques will obtain his final magic weapon, the **Hyosai**. This morning star whip allows Jacques to freeze all enemies within a small radius.

While slow to swing, the Hyosai has incredibly strong damaging power.

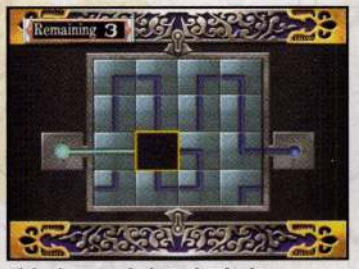
The Fireflies hovering over the Western Ship are inconsequential at the moment. Return across the gaps in the balcony to the exit on the upper level. Descend the stairs and defeat the enemies, then equip the Hyosai and break the seal on the door. Inside the sealed room, Jacques finds a broken Firefly and an impassable series of pumping pistons. The police officer cannot pass this roadblock, so return to the Time Folder and send Ako to the future.

Use the Hyosai to break the purple Genma seal on the power room door.

Puzzle Treasure Box: Balcony Over Western Ship Dock

The Puzzle Treasure Box located on the falling balcony high over the anchoring area requires five tile moves to open. The gift inside is an **Oni Jewel**.

Slide the first tile in the third row.



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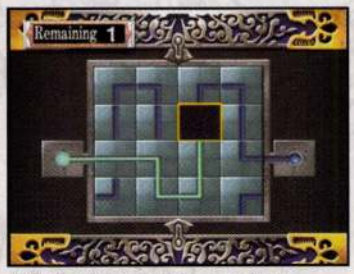
Slide the third tile in the third row.



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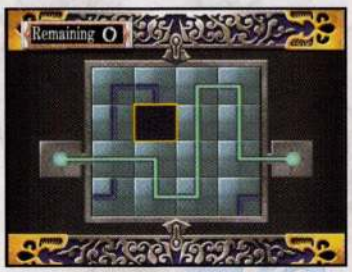


Slide the second tile in the second row. Puzzle complete.

POWER GENERATION

Guide Samanosuke through the blue door and the glass corridor to the room Jacques unsealed. Move to the back of the room and search the stairs in front of the generator to find **Firefly Wings**. Return to the Time Folder and send these to Jacques in the past.

Because there is no power in the temple of the present, the pistons are silent and still.

In Jacques's time, the blue door has suddenly become sealed by swirling black-green evil. Return to the dock where the Western Ship is anchored, and use the Firefly on the deck to rise up to the crow's nest. Glide from Firefly to Firefly across the air to the balcony, and return to the generator room. Use the Firefly Wings to repair the Firefly in the generator room. Glide to the end of the room, and remove the **Power Crystal**. Head back to the Time Folder via the route through the dock area.

With the Firefly in the power room repaired, Jacques can glide right to the generator.

Dongachas sometimes attack by charging with their horns and striking the character for major damage. Defeat the creature before it charges, or use sidestepping maneuvers to get out of its way.

Send the Power Crystal to Samanosuke in the present time. The evil cloud also appears across the blue door, but Samanosuke can absorb the darkness with his gauntlet. Return to the generator room and insert the Power Crystal into the generator. The pistons resume pumping, but after 500 years of inactivity they move a little slower. Move Samanosuke toward each set of pistons until he is just inches away. To determine the actual distance, use the shadows of the pistons on the ground. When the pistons slam together, begin running and you should slip past.

"The Oni Gauntlet, a vacuum cleaner that's tough on darkness!"

Run between the pistons just after they close and start to reopen.

AXE OF MOLTEN DESTRUCTION

Outside the generator room, the elevator is now operable. Ride the elevator to the chamber below and smash the stacks of crates dividing the room. Ako should find an **EcoSpirit** during all the mayhem. At the back of the room is a shrine where Samanosuke may obtain his final magic weapon, the **Chigo** earth axe. The magic power of this weapon causes volcanic explosions under all enemies' feet within a certain radius of Samanosuke.

Samanosuke's earth axe is his hardest-hitting weapon, delivering nearly twice the damage per attack.

SAMANOSUKE'S LIBRARY TRIP

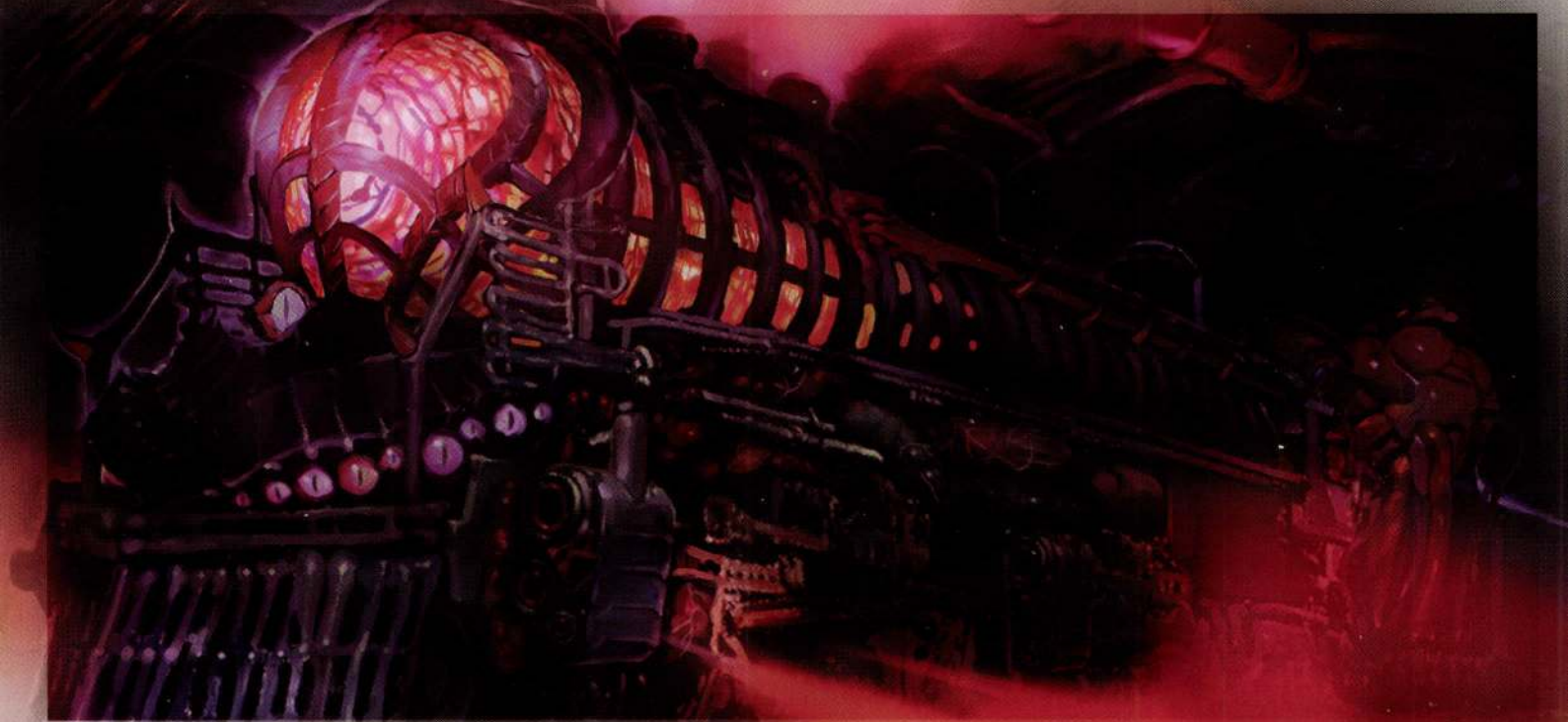
Return to the central chamber, and go through the yellow door again. The elevator in the workshop is now operational, so ride it up to the library. Equip the Chigo, and examine the door in the secret area to break the seal. Inside the ruined study, pick up the **Tblt: Temple** and open the treasure box to find Ako's **Yellow Vest**. Search the shrine at the back of the study to find the **Red Disk**.

The Chigo is the weapon to break the seal on the door in the library.

When the Tengu effuses a golden glow, every attack will knock souls out of enemies.

Samanosuke can visit his own version of the Dark Realm by speaking with the Gatekeeper in the library of his time. In one of the Dark Realm's bottom levels, a chest contains the **Wind Seal**. Hold onto this until the end of the game and the Shippuu becomes available all throughout your next adventure. More on this frenetic fighting arena is detailed in the Dark Realm chapter.

Although the Gatekeeper remains the same, the Dark Realm changes shape and content in the 500-year span between the main characters. Be sure to visit each Dark Realm with each hero.



RED DOOR TO DANGER

Ride the elevator back to the workshop and return to the temple's central chamber. Insert the Red Disk into the lantern with a red flame. After the stairs rise, go through the north door. Samanosuke cannot go far, because an impassable pit bisects the corridor. However, there is a Puzzle Treasure Box to open.

Samanosuke finds one last barrier preventing his escape from the temple.

Send the Red Disk through the Time Folder to Jacques in the past. Insert the item into the appropriate lantern, and go through the red door. Use the Firefly to cross the gaping pit, and continue into the next chamber to fight a challenging boss.

Jacques can cross the same pit 500 years earlier by using the handy Firefly.

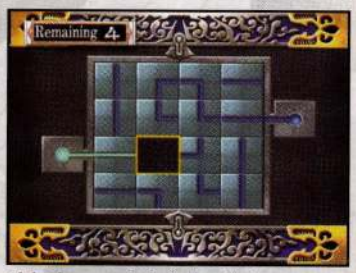
After Jacques puts the two-headed doggie to sleep, escape from the rising waters by running up the stairs. Kill the enemies barring your path as quickly as possible, and continue to the top.

The flooding of the corridor behind the red door allows Samanosuke to cross the pit on floating tiles.

Puzzle Treasure Box: Pit Corridor

The Puzzle Treasure Box in the passage beyond the red door requires six tile moves to open. The present inside is a **Power Jewel**.

Slide the second tile in the fourth row.

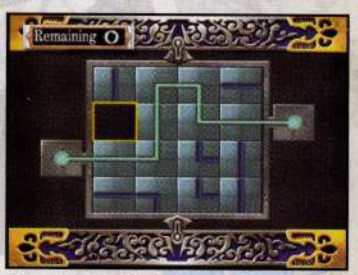


Slide the second tile in the third row.

Slide the third tile in the third row.

Slide the third tile in the second row.

Slide the second tile in the second row.



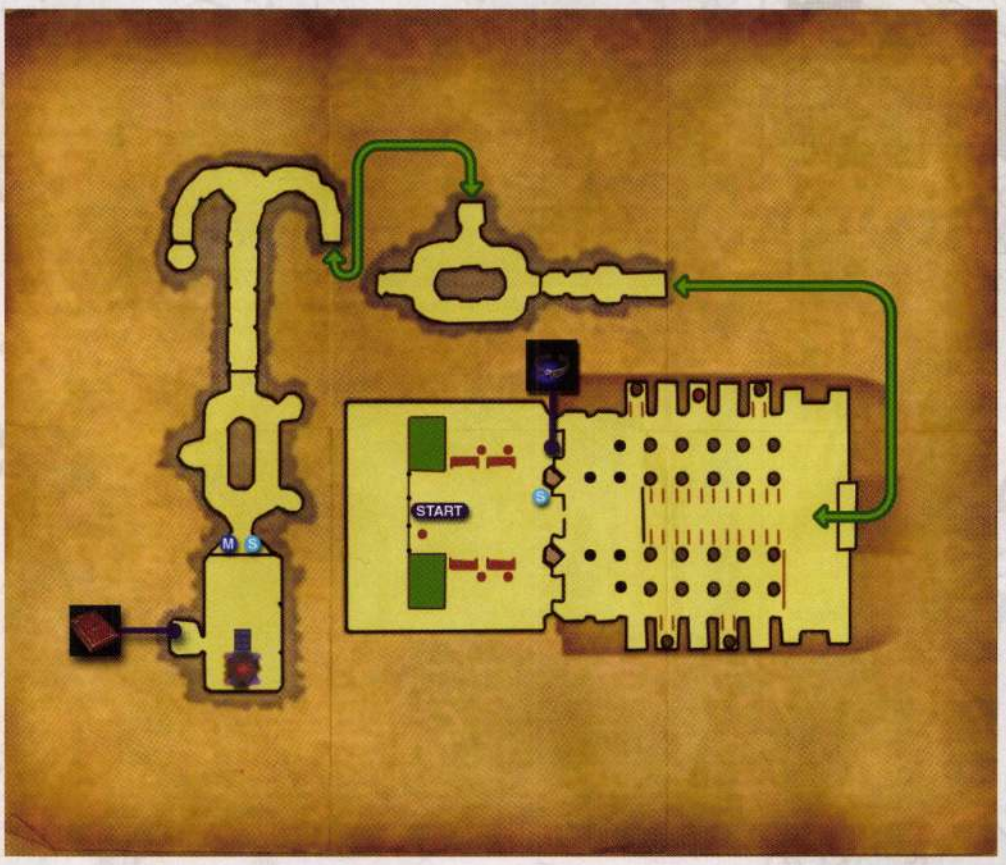
Slide the first tile in the second row. Puzzle complete.

GERTRUDE

The first confrontation with Nobunaga's twin-headed guard dog is a limited engagement only. Your goal is to destroy the golden helmet on the monster's right head, which is the source of its lightning spell powers. Slide left around the creature and strike at the gold-covered head. Charge the whip and grab the nose ring on this head, and then press △ to send your magic powers along the whip. If possible, transform into Onimusha form and attack this head with charged and magic attacks to shorten the battle immensely.

Meanwhile, avoid Gertrude's multiple forms of attack. The left head of the creature emits a freezing blast that turns Jacques into an icicle on the spot. If frozen, rotate the Left Analog Stick rapidly to break free before the monster has another chance to strike. The lightning attacks are quite easy to dodge, because the yellow globes cast a ring of light on the ground where they will strike. Stay close to Gertrude's right head so that she will not perform her charging attack. If you need to escape quickly, use the twin Fireflies hanging over the room. Enjoy how much power you have during this battle, because the next encounter you have with Gertrude won't be so simple...

MICHELLE AT NOTRE DAME



MAP KEY

S Protective Mirror

Paris Report

Soul Bracelet

Frequently Encountered Genma

BEAUTY TO THE RESCUE!

Henri's "feeling" about Samanosuke propels Michelle into the fray. As you approach the doors of Notre Dame, Zorms break through the fence on the left. Defeat the monsters and open the red treasure box inside the fence to procure the **Soul Bracelet**. With this item in Michelle's possession, she can now see and absorb the souls released after defeating Genma.

Michelle fights mainly with firearms. The SPS 15+S is a powerful assault shotgun that can damage multiple enemies at once, but only at closer range.

Keep Absorbing No Matter What!

When Michelle's leg of the adventure is eventually over, the Soul Bracelet is given to Samanosuke. He can extract the souls stored in the bracelet. Therefore, every soul Michelle absorbs is still worthwhile.

Modern Lock Boxes

Only Michelle can open the green boxes, such as the one located on the platform near the crusher ball's winch in the Sewers. If you reenter the Sewers via the manhole outside Notre Dame, you can go back two areas and procure the item, which is **Grenades x10**. Refer to the maps in the previous "Sewer" section of the walkthrough to determine the location of the Grenades. A small army of Batobone and Batochaika guards the long tunnel between. If you want Michelle to absorb a lot of souls during her game time, then this is the way to do it. Otherwise, don't waste the time.

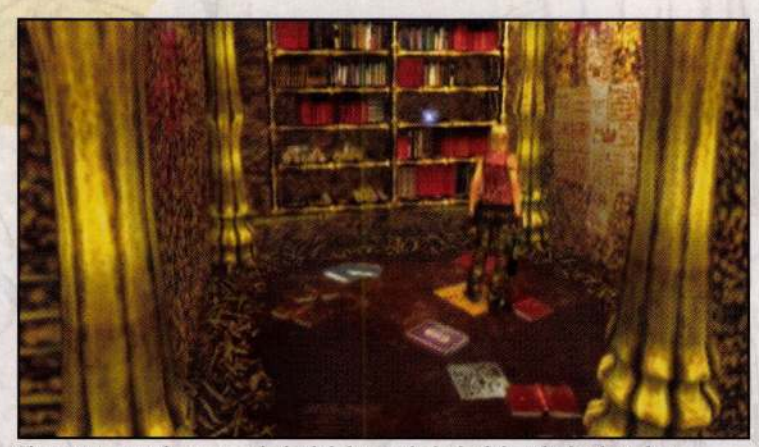
FOLLOW THE SAMURAI'S TRAIL

Enter the cathedral and navigate into the crypts under Notre Dame, same as Samanosuke did previously. When you reach the room of Guildenstern's now useless teleport device, two Dordos smash through the crates that block the side room. Use evasive maneuvers and plenty of Grenades to slay these strong foes. Afterward, enter the small side room and search the shelves in back to find the **Paris Report**. Ako joins Michelle, and they drive in Michelle's car to Boulogne Zoo.

When running at foes, press ● with the correct timing and Michelle elbows a monster. This attack may stun an enemy and cause it to stagger off-balance.

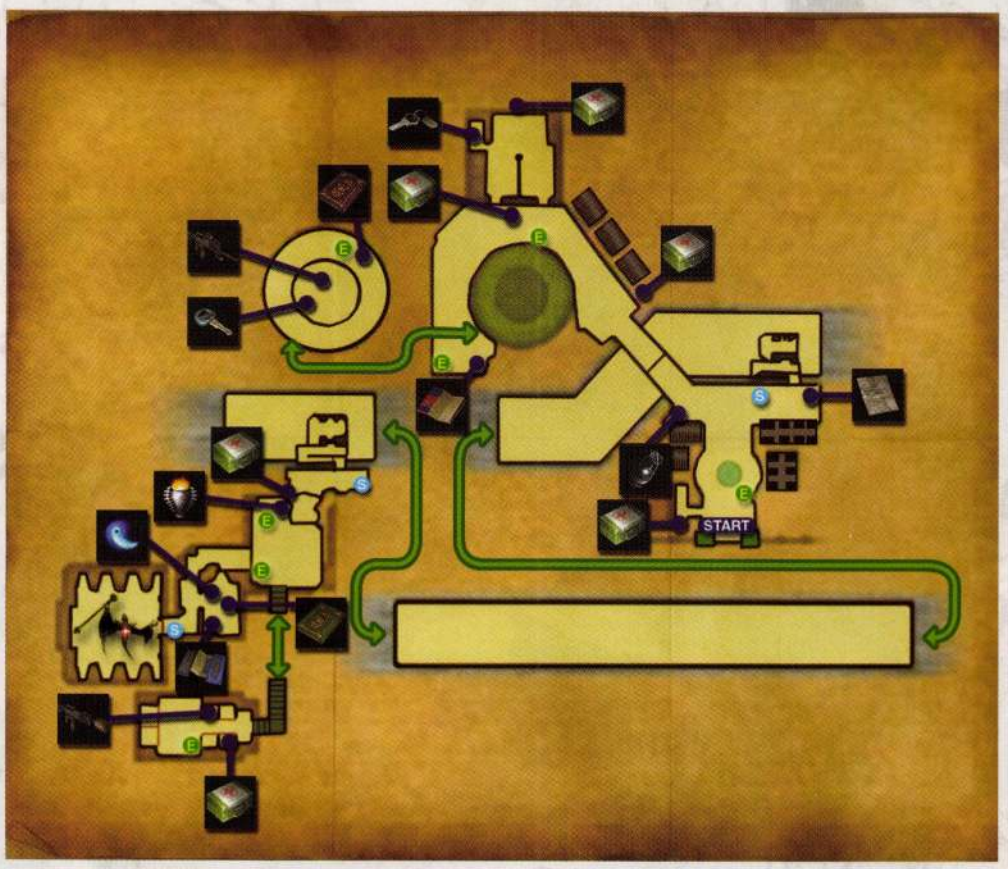
Press ▲ to toss a Grenade. After three seconds, the resulting explosion inflicts damage to all enemies in a small radius. Grenades work well against Zolworms and slow-moving foes.

Against the Dordos, slide behind the monsters if possible and toss Grenades from the rear. Fire the shotgun constantly to prevent as many attacks as possible.



The Paris Report glimmers on the bookshelves in the back of the side chamber where Guildenstern's device is located.

ZOO



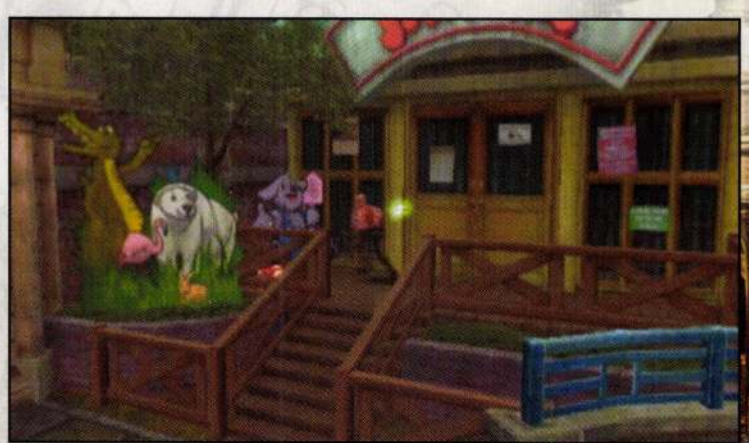
MAP KEY

- Protective Mirror
- EcoSpirit
- First-Aid Kit
- Zoo Flyer
- Grenade x10
- Map: Zoo
- Boat Key
- SPS 15+R
- Mecha Demon 1
- Secret Med
- SPS 15+G
- Lab Building Key
- Scrl: Ten Slash
- Mecha Demon 2
- Oni Jewel

Frequently Encountered Genma

ANIMAL TRAINING

Ako assists Michelle as she navigates through Boulogne Zoo, acting as target cursor and picking up dropped items, just as she does with Jacques and Samanosuke. Head north past the fountain until a hideous new monster known as a Zmoh breaks out of the nearby cage and attacks. These large beasts move too swiftly to damage with Grenades, so slide out of harm's way and use the shotgun effectively. A large sign in the north-east corner marks the entrance to the boat dock, and the **Zoo Flyer** lies on the ground. The tour boat at the dock is inoperative, and requires the proper key. Head west from the sign marked "Bateau," and follow the stairs into the next area.



Obtain a First-Aid Kit on the deck outside the souvenir shop near the entrance.

Blast apart the trashcan to the right of the fountain to reveal an EcoSpirit.

Open the green box to the left of the stairs to stock up with Grenade x10.

Take Only What Michelle Needs

While searching the Zoo grounds as Michelle, try to limit your recovery item procurement. Any recovery item the policewoman takes is one less thing Samanosuke gets to have. The samurai needs every recovery item he can get when it comes time to fight the final battles of the game. Remove items from their locations only if they are contained in green boxes that Samanosuke can't open, or if Michelle is in really bad shape and has no remaining recovery aids.

RUNNING ROUND THE PANDA HOUSE

The panda house's double door entrance is locked, so you must find another way in. Navigate to the other side of the panda house by going through the building to the north. Zmoh monsters smash through the glass display cases as you pass.

Watch out for the Zmoh that breaks out of the large green cage on the left.

Blast the trashcan behind the panda house to obtain an EcoSpirit.

Open the Tengu box in the middle display case to find a First-Aid Kit. Notice the double blue seal on the door. The Kuga must be raised in level soon.

In the area behind the panda house, hold L1 to defend against the Bazu enemies' rolling attacks. When the area is clear, move south and open the red treasure box near the panda house's bottom door to obtain the **Zoo map**. Go inside.

Do not miss the treasure box tucked in the corner behind the cages; it contains a First-Aid Kit.

Equip Ako's White Vest and position yourself behind the panda standee to encourage even faster healing.

Obliterate the garbage container in the patio's southwest corner, behind the panda house, to uncover an EcoSpirit.

LEVERS OF PIT CARNAGE

The interior of the panda house is a grizzly panorama, indicating that the poor bears are probably not all right. Climb down the ladder into the pit and examine the device with four levers. When a lever is pulled, one of the cages descends to floor level and opens. Pull the *"Mid Left"* lever to obtain the **Boat Key**, and pull the *"Right"* lever to find a green box containing a new weapon for Michelle, the **SPS 15+R**. The other two levers drop cages containing Zmoh enemies, which burst forth and attack. Pull these levers only if you are up for a difficult fight in a tightly enclosed zone. With the Boat Key in hand, unlock the east doors in the panda house and return to the boat dock.

Blast the trashcan near the double door exit to find an EcoSpirit. The Mecha Demon 1 book lies on the ground nearby.

If forced to fight Zmoh in the pit, Michelle's Grenades should be more effective in this tight area.

THE ANIMAL RESEARCH CENTER

Board the tour boat and examine the control console at the front. Use the Boat Key to start the engine, and then pilot the boat to the other side of the Zoo. Upon docking, ascend the stairs and use the Protective Mirror if desired. Slay the Zagats guarding the animal research center and go inside.

Batobones attack Michelle en route on the tour boat.

Command Ako to open the Tengu box outside the research center to obtain a First-Aid Kit.

An enormous Genma plant called Nurabis blocks the doorway to the research center's basement. Concentrate first on slaying the Bazu enemies, and continue fighting them until they stop materializing. Then use Grenades and well-aimed shots to destroy the Nurabis.

Open the red treasure box hidden under the stairs to receive a Secret Med. Shoot down the Genma bag hanging underneath the steps to collect an EcoSpirit.

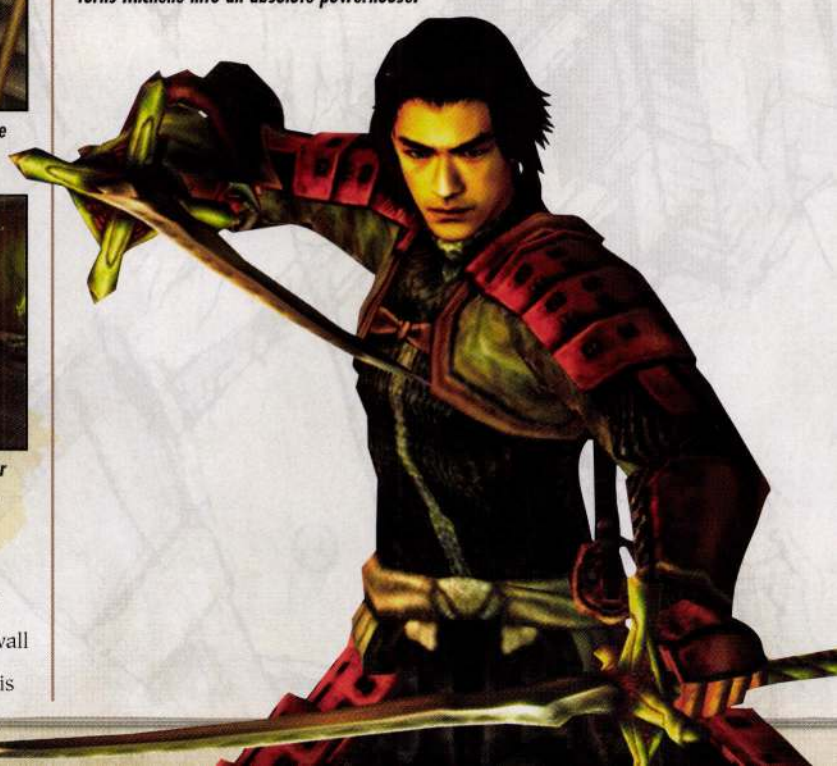
Use Grenades to help you destroy the Nurabis blocking the basement stairs.

Shoot down the Genma bag hanging over the blue doors to gain another EcoSpirit.

Descend the stairs and proceed into the basement room until Michelle locates Samanosuke and Henri. Two Zmoh enemies burst out of the cages near the door. Slip past the foes and search inside the first cage on north wall to find a green box containing Michelle's best weapon, the **SPS 15+G**. This gun fires grenades as projectiles, and should help you slay the Zmohs rather quickly. When the monsters evaporate, examine the red-lit console in the corner and pull the lever to free Samanosuke and Henri.

Avoid fighting the Zmohs in the basement, and instead grab the SPS 15+G from the green box in the first cell. This weapon turns Michelle into an absolute powerhouse.

Pull the lever on the north wall to free Samanosuke and Henri.



SAMANOSUKE'S ZOO TOUR

After a startling turn of events, Samanosuke is the player character once again. The glittering object in the middle of the floor is the Soul Bracelet Michelle dropped. Examine this item in your menu and absorb the souls Michelle obtained. Hopefully, this provides Samanosuke with enough souls to raise the Kuga to level 2. Head upstairs to search for Michelle and Henri.

Shoot down the Genma bag in the corner of the basement to receive an EcoSpirit.

On your way out, open the treasure box in the south cage to obtain a First-Aid Kit.

The west door in the research center lobby is locked, and Samanosuke must find the proper key. Return to the boat and pilot it back to the other side of the Zoo. In the area near the Protective Mirror, you will encounter the all-new Dorabazus. These monsters can roll at Samanosuke up to three times consecutively, so keep your guard up for longer than usual. Proceed northwest past the panda house to the building at the north end of the park.

Dorabazus roll at your character up to three times in a row, so guard yourself longer by holding L1. Slay Dorabazus first to have an easier time with the normal Bazus.

A Tengu box among the animal cages on the right outside the panda house contains a First-Aid Kit.

Inside the building with glass display cases, use charged attacks to take out the Foboras guarding the sealed door. The Kuga must be at level 2 in order to break the seal. If it's not, return to the Protective Mirror near the boat dock and raise the Kuga. The **Lab Building Key** lies on the shelves inside the small janitor's room. Take this key back to the boat dock and ride the tour boat back to the research center at the other side of the zoo.

Defeat the Foboras in the display room with charged attacks. Stay ready to defend yourself in an instant.

Equip the Kuga to break the seal on the janitor's room. Take the Lab Building Key from the shelf inside.

RESCUING MICHELLE AND HENRI

A Dordio enemy kneels before the blue doors in the research center's lobby. These creatures are even swifter and stronger than their Dordo cousins are. Don't hesitate to use magic attacks to finish this monster. Use the Lab Building Key to unlock the blue doors and enter.

Dordios are stronger and cause more damage than Dordos. Try to slay these with well-timed Critical Hits.

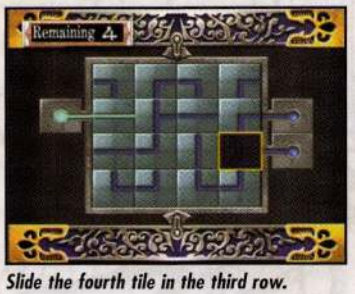
Bazu and Dorabazu enemies burst out of the Genma chambers as you attempt to pass through. After clearing the area, enter the specimen room and locate the **Ten Slash scroll** in the southwest corner. With this in your possession, an intriguing new training session becomes available at the nearby Protective Mirror. Solve the Puzzle Treasure Box in the northwest corner of the testing area. Then be sure to record your game data before entering the southwest door in the corridor.

Bazu enemies break out of the chambers in the corridor.

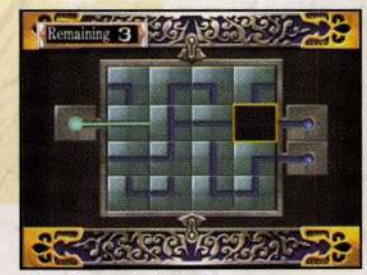
Guildenstern's book on Mecha Demon 2 lies on the east counter in the specimen cage area.

Puzzle Treasure Box: Zoo Animal Research Center Testing Area

The Puzzle Treasure Box in the Zoo's research center's testing area must be solved in five tile moves. The reward is an **Oni Jewel**.



Slide the fourth tile in the third row.



Slide the fourth tile in the second row.

Slide the third tile in the second row.

Slide the second tile in the second row.

Slide the second tile in the third row. Puzzle complete.

GUILDENSTERN

Guildenstern reduces himself in size by half and floats around the room. Intermittently he raises two Nerofoboras to defend him. Even if you destroy these enemies, their empty armor will only collapse on the floor. Guildenstern soon recharges the Nerofoboras so that they can rise and fight again. The Nerofoboras can be a real sticking point in this battle unless you time your attacks well.

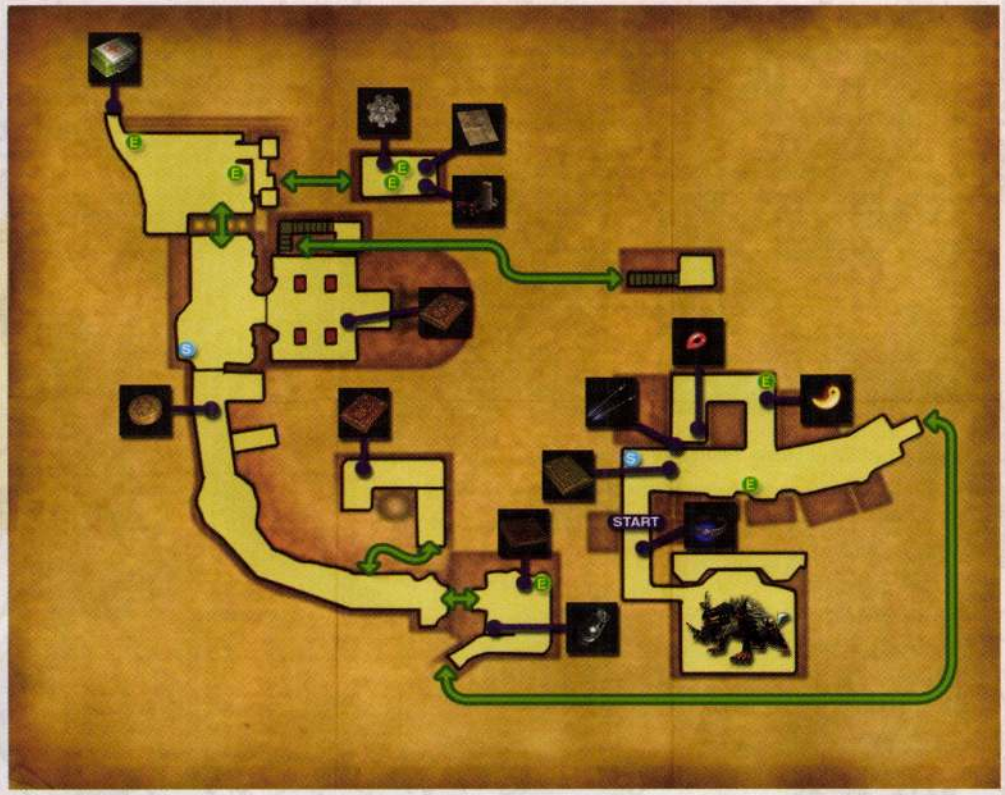
Charged attacks and proper timing are the keys to this fight. Starting off, follow Guildenstern around the room, charge your weapon and wait for the evil scientist to drop in altitude. When Guildenstern's abdomen glows bright red, you can inflict more damage against him and also cancel out whatever he is attempting to do, such as summoning a Nerofobora back to life. If Guildenstern's abdomen is red but he is floating too high off the ground, quickly shoot him with a Fire or Electric Arrow. If Guildenstern floats behind the Nerofoboras when his center is red, then strike with a charged attack to damage all the enemies simultaneously.

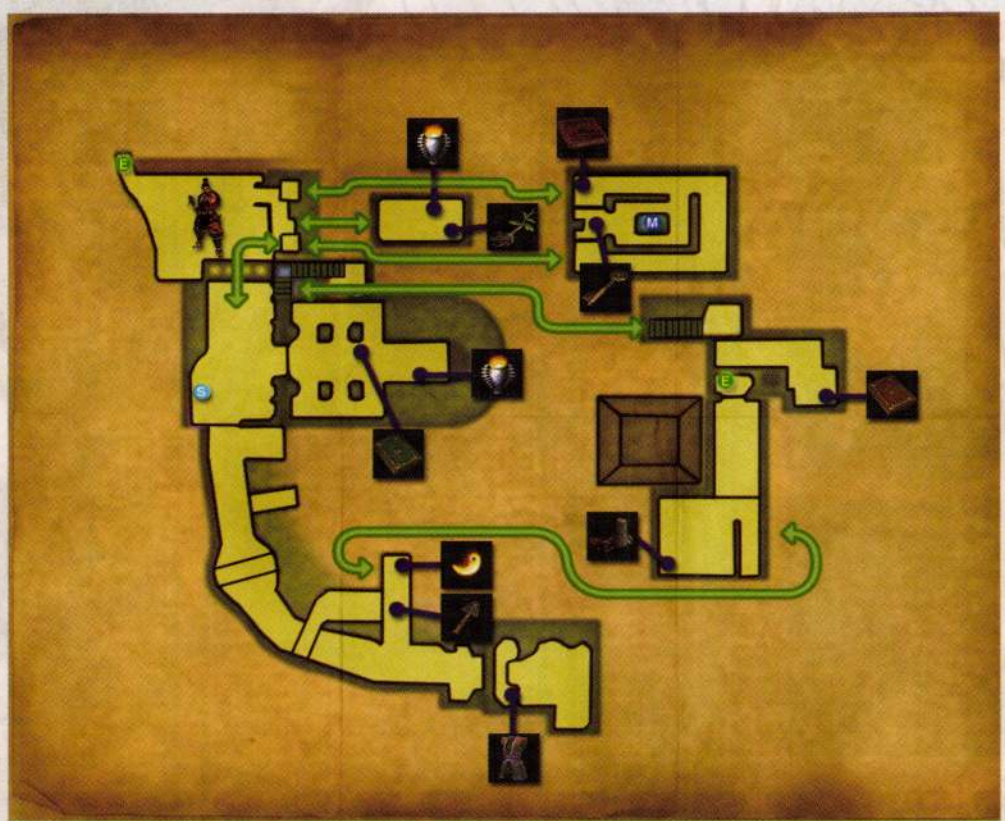
Meanwhile, if Guildenstern is out of range and not glowing, try to destroy the Nerofoboras. Rather than holding L1 to defend against their magic spell attacks, try to sidestep the glowing blue orbs that they fling. Charged attacks are the best method of destroying Nerofoboras. If possible, equip Ako with the Black Vest to knock these creatures out of the battle more often.

MONT-SAINT-MICHEL

MAP KEY

- Protective Mirror
- EcoSpirit
- Ranmaru Book
- Map: Mont-Saint-Michel
- Sun Crest
- Red Eye Stone
- Ice Arrow x20
- Power Jewel
- Time Lab 4
- First-Aid Kit
- Iron Gear
- Medicine
- French Note
- Soul Bracelet (Michelle Only)
- Grenade x10 (Michelle Only)
- Time Lab 5





MAP KEY

- Protective Mirror
- EcoSpirit
- Map: Mont-Saint-Michel
- Magic Fountain
- Main Gate Key
- Power Jewel
- Orange Vest
- Medicine
- Triangle Key (Slave Event Only)
- Genma Plant
- Secret Med
- Vega's Diary
- Fortress 1

Frequently Encountered Genma

THE DESERTED CASTLE

Near the entrance of the street alley, Samanosuke can find a Protective Mirror, a Time Folder, and the **Ranmaru Book**. The presence of the Time Folder indicates that you can only proceed through Mont-Saint-Michel by sending Ako back and forth in time. Explore the street at your leisure. Zabiets will appear and attack if you approach the northeastern gate. Otherwise, Samanosuke cannot progress for the moment. Send Ako through the Time Folder back to the past.

Smash the trashcan on the south side of the street to reveal a hidden EcoSpirit.

HEIHACHI

Upon arriving at Mont-Saint-Michel on the Genma train, Jacques is confronted by Heihachi once again. The main difference between this battle and the previous is that Samanosuke-sama is not available to assist.

Heihachi's defense is swift, strong and impenetrable. The only way to strike with a normal or charged attack is by counterattacking during one of his moves. For this reason, it is better to slide to the left or right of Heihachi at the moment of his attack rather than holding L1 to defend.

Otherwise, simply unload the magic power of all three of Jacques' weapons, and this battle should end in a draw fairly soon. If souls emit from Heihachi, absorb them quickly because they are all you will receive from this fight.

HINTS TO YOUR OBJECTIVES

For some clues to your objectives, examine the brick squares of ground along the south wall of the train station. When checking the ornate door at the top of the stairs, Jacques peers through a triangular keyhole and spots human slaves locked inside a room. These are all valuable clues for determining how to proceed. Use the Firefly hovering over the stairs to ride to the balcony overhead, and enter the door.

Check the door with triangular markings to peer through the keyhole.

Smash the box at the front end of the train to find an EcoSpirit.

Ride the Firefly to the level above, and enter the door on the ledge.

THE GARDEN GATE

Open the treasure box just inside the entrance to find Jacques' version of the **Map of Mont-Saint-Michel**. Proceed into the garden area and speak with the slave at the corner. There is a Magic Fountain in the center of the garden. Draw blue souls from it to replenish your magic power, then examine further in the central area to find four extinguished wall torches.

This area presents a challenging test of timing and reflexes.

Equip the Enja and use fire attacks to light three of the torches. Be swift, because each torch automatically goes out roughly a minute after it's lit. With three torches lit, stand near the fourth torch and closely watch the nearby portcullis's up-and-down movement. The movement is slower after lighting three torches. As the portcullis is rising to its uppermost point, light the fourth torch with the proper timing, and the gate stops moving. If you light the fourth torch properly, the portcullis should be high enough that Jacques can pass underneath. If not, wait for the torches to go out and try again. Quickly run under the stopped portcullis and open the treasure box to find the **Main Gate Key**.

Stand in front of each torch and press △ to ignite it.

Run quickly around the area and light three of the torches. As the portcullis slows, time the lighting of the final torch to catch the gate at its uppermost point.

The portcullis should now be rising and falling rapidly. Ignite the single torch inside the enclosed area at just the right moment to permanently stop the portcullis and allow for your escape. For the greatest chance of success, watch the gate's movement closely and begin your magic attack on the torch when the moving portcullis is near the ground.

Grab the Main Gate Key from the treasure box. To escape, ignite the final torch at just the right moment.

RESCUING THE SLAVE

Exit the garden and head through the southwest door. Ride the Firefly across the gap and quickly destroy the Genma Axemen and Bhazas threatening to kill the slave. Defeat the demons in time, and the slave displays his gratitude by offering an **Herb**. Examine the gate and the machinery in the area if you like, then move to the corner and use the Protective Mirror and Time Folder. Send the Main Gate Key with Ako to Samanosuke in the present time period.

Defend the slave from the Genma and your bravery is rewarded.

GATE OF THE SUN

When Samanosuke receives the Main Gate Key through the Time Folder, he can unlock the green gate at the northeast end of the street, where he has been trapped. Proceed up the stairs and open the red treasure box to obtain Samanosuke's version of the **Map of Mont-Saint-Michel**.

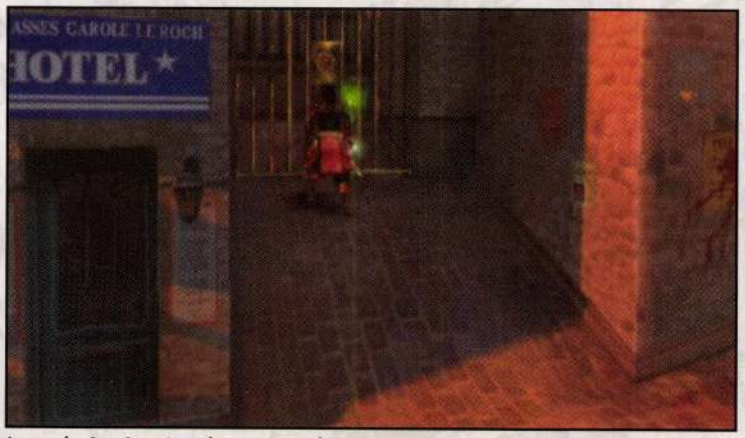
Ouijas use powerful spells to encircle and entrap Samanosuke. Slide out of the circle before it constricts and damages your character.

Smash the trashcan to uncover a hidden EcoSpirit.

Breach the threshold of the castle and follow the curved path to the end. Doors are raised off the ground where Samanosuke cannot reach them because the entire area is actually a stairwell, but the steps have not yet been raised. Continue following this path until you reach the end, where several Zabiets protect a Nurabis. Destroy the massive Genma plant to reveal a hidden treasure box containing the **Sun Crest**.

Destroy the Nurabis at the end of the curved alleyway to obtain the Sun Crest.

Backtrack to Samanosuke's starting point and insert the Sun Crest into the gate with a similar sun marking. Smash the trashcan beyond the gate to find an **EcoSpirit**, and solve the Puzzle Treasure Box. Follow the slope to the top and absorb the souls contained in the soul statue. Open the treasure box to obtain the **Red Eye Stone**. Return to the street area below, and send the Red Eye Stone through the Time Folder to Jacques.



Insert the Sun Crest into the gate near the entrance to access the upper level.

Open the Tengu box above the tourist shop to obtain Ice Arrows x20.

Puzzle Treasure Box: Mont-Saint-Michel Main Street Area

The Puzzle Treasure Box just behind the Sun Crest gate must be solved in five tile moves. The box contains a **Power Jewel**.

Slide the third tile in the second row.

Slide the third tile in the first row.

Slide the second tile in the first row.

Slide the second tile in the second row.

Slide the second tile in the third row. Puzzle complete.

SUN, MOON, STAR

When Jacques receives the Red Eye Stone in the past, he is ready to proceed through the double doors near the Time Folder. Insert the Red Eye Stone into the eye socket of the goat's head to remove the lid from the nearby puzzle. Solve the puzzle to raise the stairs in the curved area.

The Red Eye Stone allows Jacques to uncover a celestial puzzle in the area beyond the Protective Mirror and the Time Folder.

Puzzle Solution: Mont-Saint-Michel Sun-Moon-Star Tile Puzzle

Before inserting the Red Eye Stone into the goat's head, take a moment to examine the markings on top of the red brick lid covering the tiles. The one-way arrows indicate a pattern to follow, which is Sun-Moon-Star. To solve the tile puzzle, you must step on a Sun tile first, then a Moon tile, and then a Star tile. Keep stepping on tiles in this order until one of the goat's heads on the far wall becomes engulfed in blue light. Even while following the Sun-Moon-Star order, you must solve the puzzle in a spiral pattern, working from the outside inward. If you step on the tiles in the wrong order, the lid will shut and knock Jacques to the ground for a small amount of damage. You have only about 20 seconds to step on the tiles in the correct order before the brick lid shuts and the puzzle is reset. When Jacques steps onto the first tile, he begins moving very slowly. To move faster, hold L1 and use the D-pad to make your character slide. Step on the tiles in the following order to solve the puzzle and light the first goat head:

Step on the Sun tile to the right, and slide left across the Moon and Star tiles.

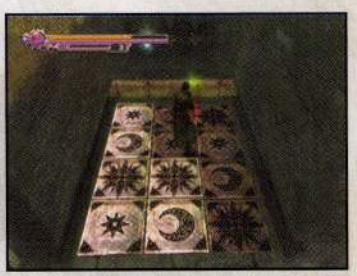
Slide forward, stepping on the Sun, Moon and Star tiles as you approach the first goat's head.

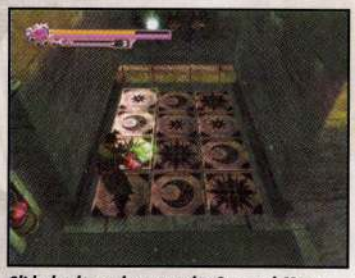
Slide to the right across the Sun and Moon tiles, then backward to the Star tile.

Slide left onto the Sun tile, slide backward to the Moon tile, and then right to the star tile.

When the first goat's head is lit, examine the goat's head with the red stone eyes to open the lid again, revealing a new pattern of tiles:

Step on the Sun tile to the right, and slide forward across the Moon and Star tiles.


Slide forward onto the Sun tile, left onto the Moon tile, and backward onto the Star tile.



Slide backward across the Sun and Moon tiles, and then slide left onto the Star tile.

Slide forward across the Sun, Moon and Star tiles.

With the second goat's head lit, open the brick lid again to reveal the final pattern:

Step on the Sun tile to the left, and slide to the right across the Moon and Star tiles.

Slide forward across the Sun, Moon and Star tiles toward the third goat's head.

Slide left across the Sun and Moon tiles, then backward onto the Star tile.

Slide to the right onto the Sun tile, backward onto the Moon tile, and then left to the Star tile. The puzzle is now complete.

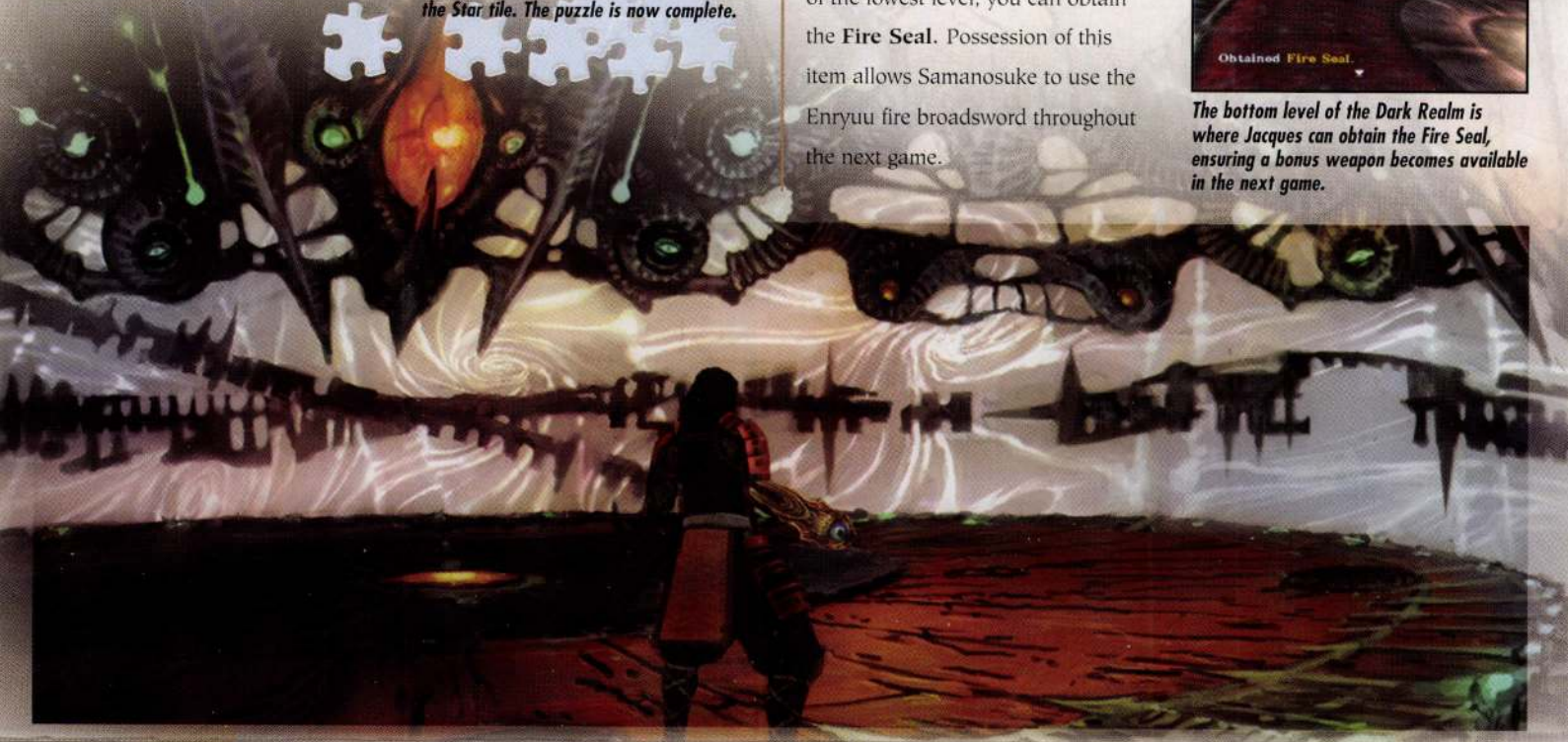
THE SECOND DARK REALM

After raising the stairs in the curved corridor area, enter the first door on the left. Move to the back of the seemingly empty passage and wait one full second for the Gatekeeper to appear. The sly creature offers the challenge of the second Dark Realm. Before taking on the Dark Realm as Jacques, be sure to return to the Protective Mirror and save your progress, unless you'd like to solve the Sun-Moon-Star Tile puzzle all over again.

Enter the first door on the left to find the Gatekeeper.

A purplish aura seals the treasure chest in the first level of the Dark Realm. In one of the Dark Realm's arenas, a treasure chest contains the **Green Orb**. Although Jacques can do nothing with this, it is an important item for Samanosuke. This Dark Realm is quite a bit deeper and more difficult than the previous. However, if you can outwit and outlast the denizens of the lowest level, you can obtain the **Fire Seal**. Possession of this item allows Samanosuke to use the Enryuu fire broadsword throughout the next game.

The bottom level of the Dark Realm is where Jacques can obtain the Fire Seal, ensuring a bonus weapon becomes available in the next game.



BACK IN THE REAL WORLD

Jacques's whip grab attacks can prevent Dark Spiders from casting double images.

Use the Fireflies to reach the stone bridge above the curved corridor.

After visiting the Dark Realm, exit back to the curved stair corridor and hack your way through Dark Spider and Fugaku enemies. Destroy the crate across from the locked gate to release two Fireflies. Then head back up the steps until you spot the first Firefly floating over the wooden crossover. Grab the Firefly with your whip, and it will deposit you atop the crossover. Use the second Firefly to ride over to the stone bridge, and go through the open door on the left. Drop into the alley behind the locked gate and destroy a Nurabis plant to reveal a treasure box containing a **Power Jewel** and a locked red door. Unlock the gate and return to the curved stairwell.

Defeat the Nurabis in the tight alley to reveal a locked door.

Move to the bottom of the curved corridor and exit through the large wooden doors at the bottom. Defeat the enemies in the enclosed area, and smash the wooden crate to release a Firefly. Grab this Firefly with the whip and ride it to the top of the battlements. A treasure box on the left side of the tower contains Ako's **Orange Vest**. When equipped on the Tengu, a small bar appears beneath each enemy, indicating its remaining health.

Ride the Firefly to the top of the battlements, and search the left portion to find a partially hidden chest containing Ako's Orange Vest.

SAMANOSUKE FINALLY ADVANCES

Return to the Time Folder and send Ako to the present time. Be sure to send Samanosuke the Green Orb, if you obtained it from the Dark Realm. Fighting again as the samurai, return to the curved corridor area. The stairs are now raised, just as in the past. Enter the double golden doors on the north side of the curved passage.

Now that the stairs are raised for Samanosuke, enter the golden double doors to the right.

Samanosuke has at last found Guildenstern's time machine. Defeat the Ouija and Zmoh working together in this bizarre room, and collect the **Time Lab 4** book lying on the machinery. Use the rift to travel into Guildenstern's dimension without time.

Step into the black circle and press ✕ to be transported to a very strange place.

THE SEPARATE SPACE

Samanosuke steps through the rift into a bizarre alternate replica of the Arc de Triomphe. By now, you should have the layout of this location memorized. Head toward the Arc's entrance and slay the Nuraubis blocking the door. Make your way up the spiral staircase to the top, and charge through the observation level to the rooftop. A powerful mix of Ouija, Gacha, and Dongachas wait on the rooftop. Use the Chigo's volcanic magic to defeat them all quickly. The treasure box on the rooftop contains the **Red Key**. Obtaining the item causes another rift to appear nearby. Step into the black circle and press ✕ to return to the normal world.

Slay the Nurabis blocking the Arc's entrance.

Defeat this extremely difficult enemy set and open the treasure box to obtain the Red Key.

Exit the time equipment room and ascend the curved stairway to the top level. Use the Protective Mirror to record your progress. Then move to the north edge until the camera angle changes to let you view the area below. The plant in the courtyard below is tall, but not tall enough to reach Samanosuke's level. Jacques must take action in the past to rectify this.

Samanosuke cannot climb down the vines to the courtyard below, because they do not yet reach the balcony.

If Samanosuke tries to use the lever next to the door, the corroded equipment breaks off in his hand!

SAMANOSUKE'S DARK REALM VISIT

After saving your game, consider the optional task of the Dark Realm in the present day. Enter the door near the top of the stairs in the curved area, and speak with the Gatekeeper to enter the Dark Realm. In the first arena is a treasure chest that can be unlocked by using the Green Orb. The chest contains a **Wood Charm**. The level at the bottom of the Dark Realm's left branch houses a Soul Statue and a chest containing the **Purple Orb**.

A chest on the very bottom level of Samanosuke's second Dark Realm holds Ako's Purple Vest, which halves the amount of magic power consumed with each attack.

SLAVE LIBERATION

Use the Time Folder on the rooftop to send the Red Key and the Purple Orb to Jacques. When you resume control as the Frenchman, return to the Dark Realm and use the Purple Orb to unseal the treasure chest in the first arena. The chest contains a **Wood Charm**.

Return to the Dark Realm as Jacques and clear the first level again. Use the Purple Orb to unseal the chest and obtain a talisman.

Head to the red door in the alley near the bottom of the curved stairs area, and use the Red Key to unlock the door. Enter the room. After Jacques frees the slaves from the cruel tyranny of Vega Donna, defeat the Fugaku and chop through the wooden masts to reach a treasure box containing a **Medicine**.

Use the Red Key to unlock the door in the tiny alley.

Vega Donna drives the slaves to the brink of death.

Upon exiting the slave room, Jacques encounters Heihachi yet again. The warrior appears to be switching sides, and drops the Triangle Key in the alleyway for Jacques to pick up.

In the curved stairs area, the Genma are slaughtering the slaves you freed. If you are going to save them, you must slay enemies swiftly and use plenty of magic attacks. If you are successful at saving both slaves in the curved stairway area, speak to each to receive an **Herb** and an **Oni Med Lv 1**. If you move too slowly here, one or both of the men could die.

Attack swiftly and efficiently to rescue the slaves from the massacre. Speak to them afterward to obtain recovery items.

Descend the stairs and exit through the doors at the bottom of the curved passage. Another slave begs for his life as the Genma close in. Defeat all the monsters before they strike the slave, and he will reward you with an **Herb**.

Rescue the slave in the south area.

Ascend the steps to the area of the Protective Mirror and the Time Folder. Another slave requires rescuing. Prevent the Genma from slaying him, and he gladly hands over another **Oni Med Lv 1**. Use the Protective Mirror to save your game. Ride the Firefly from the balcony over to the garden ledge.

The final slave near the balcony is surrounded by the most enemies.

PLANTING FOR THE FUTURE

As you move around the garden area, Dark Puppets come to life and attack. Use the stone objects in the area's corners to help defeat them. After circling the garden, step out onto the north ledge and use the Firefly to drop to the courtyard below. A Dongacha drops out of the sky to prevent you from opening the door with triangular markings. Once you've dealt with this interfering wretch, use the Triangle Key to unlock the door. Move across the enclosed room until Jacques informs the slaves that they are free. Pick up the **Genma Plant** from the floor where the three slaves were seated, and open the Tengu box tucked into the nearby equipment to obtain a **Secret Med**.

Use all the magic attacks you like against the Dark Puppets; the Magic Fountain in the center of the area allows you to refill as often as necessary.

Use the Triangle Key to open the door in the courtyard bearing the same markings as the key.

The prisoners leave behind the Genma Plant, as well as other trinkets for Jacques and Samanosuke to find.

Exit the prison and clear the courtyard of enemies. Examine the bricked squares of earth along the south wall. Use the Genma Plant at the square next to the other plant, where the earth is soft and well tended. Use the Firefly to rise to the upper level, cross back through the garden area, and ride the second Firefly over to the balcony. Send Ako forward in time to help Samanosuke.

Insert the Genma root into the garden next to the other plant, where the earth is good. In 500 years time, this proves useful to Samanosuke.

CLIMBING DOWN THE BEANSTALK

Now that the Genma Plant has had 500 years to grow, move to the north ledge of the balcony to see that the vines have grown all the way to the upper level. Climb down the plant to the courtyard, and defeat the Nuraubis blocking the prison door. Obtain all the items inside the prison, and then climb back up the vines to the balcony.

Destroy the trashcan at the base of the steps to find an EcoSpirit. Smash the barrel at the end of the railroad tracks to find another.

Send Ako to the Tengu box beyond the fence to retrieve a First-Aid Kit.

After handling the Zmoh monster inside the prison, chop through the stacked boxes to reach a treasure box containing the Iron Gear.

Smash all the objects in the prison's back corner to find two EcoSpirits and a Medicine. The French Note lies on the ground nearby.

RAISING THE CHAPEL GATE

Because the gate machinery is broken in the present time period, Samanosuke must send the Iron Gear back through time for Jacques to use. In Jacques' time, insert the Iron Gear into the machinery to the left of the large gate. Then use the lever on the right side of the gate to raise the barrier.

Climb back up to the balcony and send the Iron Gear with Ako through the Time Folder.

Inside the chapel, destroy the Ouija enemies floating about, and pick up **Vega's Diary** from the floor to the left. Destroy the Nuraubis on the dais and open the treasure box behind it to find a **Secret Med**. Head through the door in the north wall, and descend the stairs until Jacques becomes trapped in a room.

Head through the chapel and enter the door on the north wall.

MICHELLE JOINS THE ACTION

At Henri's insistence, Michelle undertakes entering Mont-Saint-Michel to find Samanosuke. The only problem is that Henri is coming along this time, and Michelle will not proceed from one area to the next unless Henri is just a few steps behind her. Head toward the entrance of Mont-Saint-Michel, and open the treasure box near the door to obtain another **Soul Bracelet**.

Grab another Soul Bracelet for Michelle in the area outside the castle. This item allows her to see and collect Genma souls for Samanosuke.

If you procured the SPS 15+G from the Zoo, then Michelle should be able to blow through the streets of Mont-Saint-Michel in record time. Michelle and Henri join Samanosuke on the balcony. As Henri leads Michelle inside, she drops the Soul Gaunlet on the ground outside the chapel doors.

If you want to gain a lot of souls quickly, simply move back and forth through Mont-Saint-Michel, blowing up Genma with the SPS 15+G.

Be absolutely sure to save your game before following the other two into the chapel.

THE RACE TO SAVE JACQUES

Enter the chapel and defeat the Dordio guarding the large Genma machinery. Follow the same path Jacques took down the stairs to the trap room. Once you have solved the puzzle and freed Jacques from the poison gas trap, Samanosuke and the others head back to the car while Jacques penetrates deeper into the Genma lair under Mont-Saint-Michel.

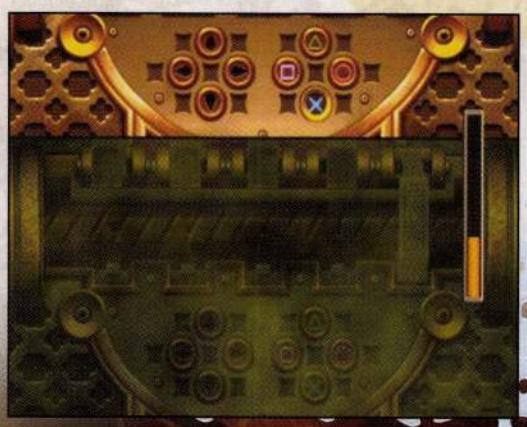
Search the ground to the right of the device to find the Time Lab 5 book.

Henri attempts to solve the ancient puzzle and save Jacques in the past.

Puzzle Solution: Mont-Saint-Marie Poison Gas Room Trap

Henri shows his dad the code to open each of the five locks on the panel. Memorize the code, and input it into the device using the matching buttons of the PlayStation 2 controller. The lock codes are progressive, meaning that the code for each new lock includes the code from the previous lock; there are more buttons to remember each time. The bar on the right side of the screen gradually fills. If it reaches the top, Jacques dies and the game ends. If you mess up the code for one lock, the entire puzzle is reset and you must begin again at the first lock.

First Lock:	Up, Down △
Second Lock:	Up, Down △ ✕ ○
Third Lock:	Up, Down △ ✕ ○ Down, Up
Fourth Lock:	Up, Down △ ✕ ○ Down, Up □ Left ✕
Fifth Lock:	Up, Down △ ✕ ○ Down, Up □ Left ✕ ✕ Right



RETURN OF THE DOUBLE HEADED BEAST

Having freed Jacques from the poison gas trap, the heroes of the present encounter a strong enemy set near the entrance of Mont-Saint-Marie. Clear the area to the best of your abilities, but avoid the temptation to use magic attacks. Afterward, save your progress at the Protective Mirror and exit Mont-Saint-Michel.

Avoid using too many magic attacks to clear the enemies near the entrance.

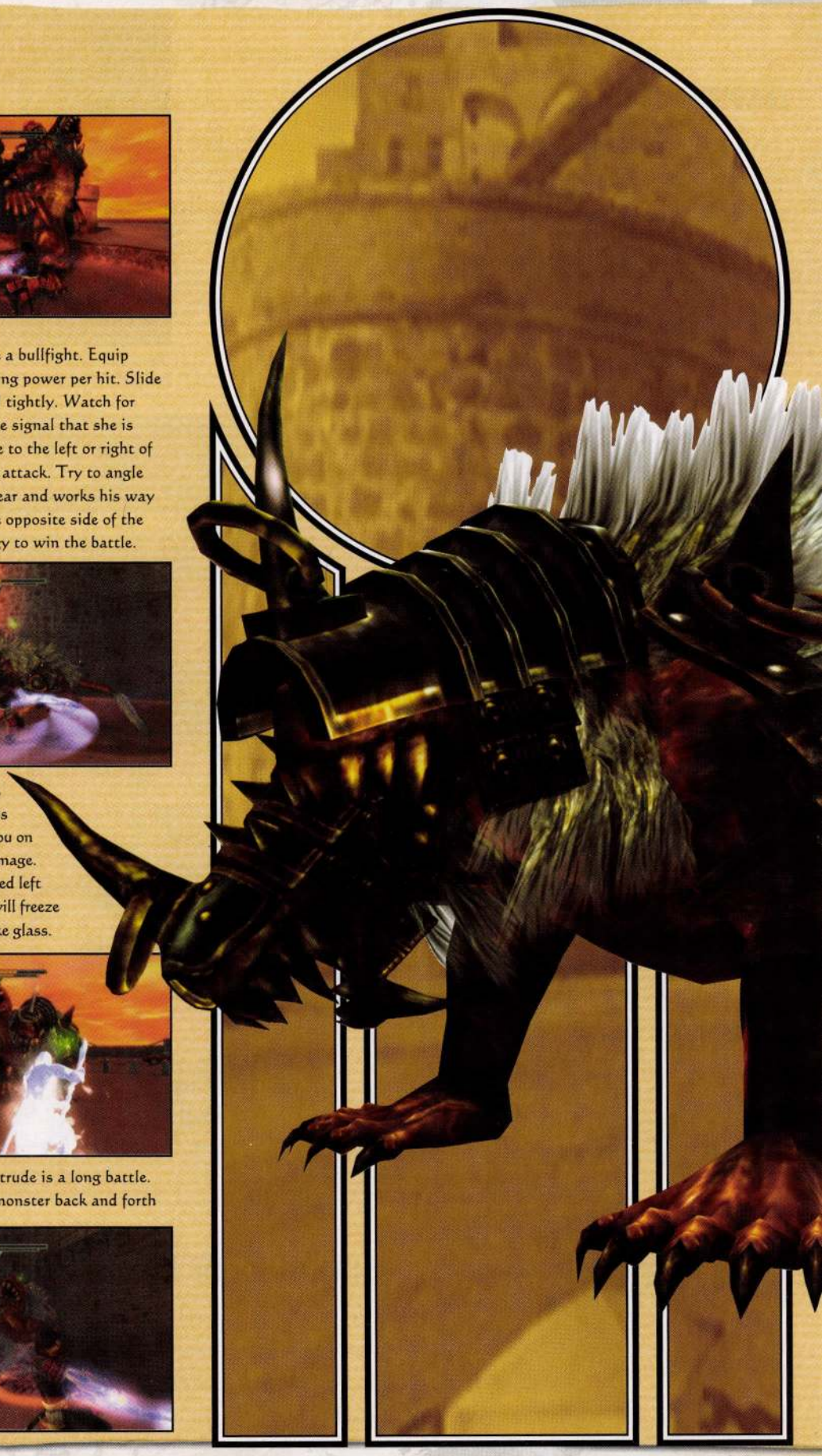
GERTRUDE

Even though Gertrude has lost her ability to use lightning magic, Samanosuke faces a much more challenging battle against this beast than Jacques did. To defeat Gertrude, you must smash away every piece of armor covering her body, and then the helmet covering her left head. Once you've achieved that much, Gertrude can be defeated with a single magic attack.

The key to defeating Gertrude is to handle this battle like a bullfight. Equip Samanosuke with the Chigo, because of its higher attacking power per hit. Slide away from the monster and charge your axe by holding R1 tightly. Watch for Gertrude to dig in the dirt with her right paw, which is the signal that she is about to run across the square. As Gertrude charges, slide to the left or right of the monster's head and perform the Chigo's spinning axe attack. Try to angle Samanosuke so that he starts spinning at the monster's rear and works his way up to the head. After a successful strike, back away to the opposite side of the square and charge your weapon again. Repeat this strategy to win the battle.

Following your attack, Gertrude may stand on her hind legs, twist, and attempt to trounce you into the ground. Avoid this counterattack as best you can; if Gertrude manages to get you on the ground she will stomp on you to inflict several hits of damage. At all times, avoid standing in front of the monster's helmeted left head. This is the head that emits ice breath attacks, which will freeze Samanosuke on the spot so that Gertrude can smash him like glass.

There's no question that the final confrontation with Gertrude is a long battle. Exercise patience, and continue baiting and dodging the monster back and forth across the square. Each section of armor destroyed releases a variety of orbs. Once you've destroyed the armor covering the legs, enter Onimusha mode to destroy the armor covering the left head more quickly. Once the creature is unprotected, a single magic attack or Onimusha attack will finally slay the beast.

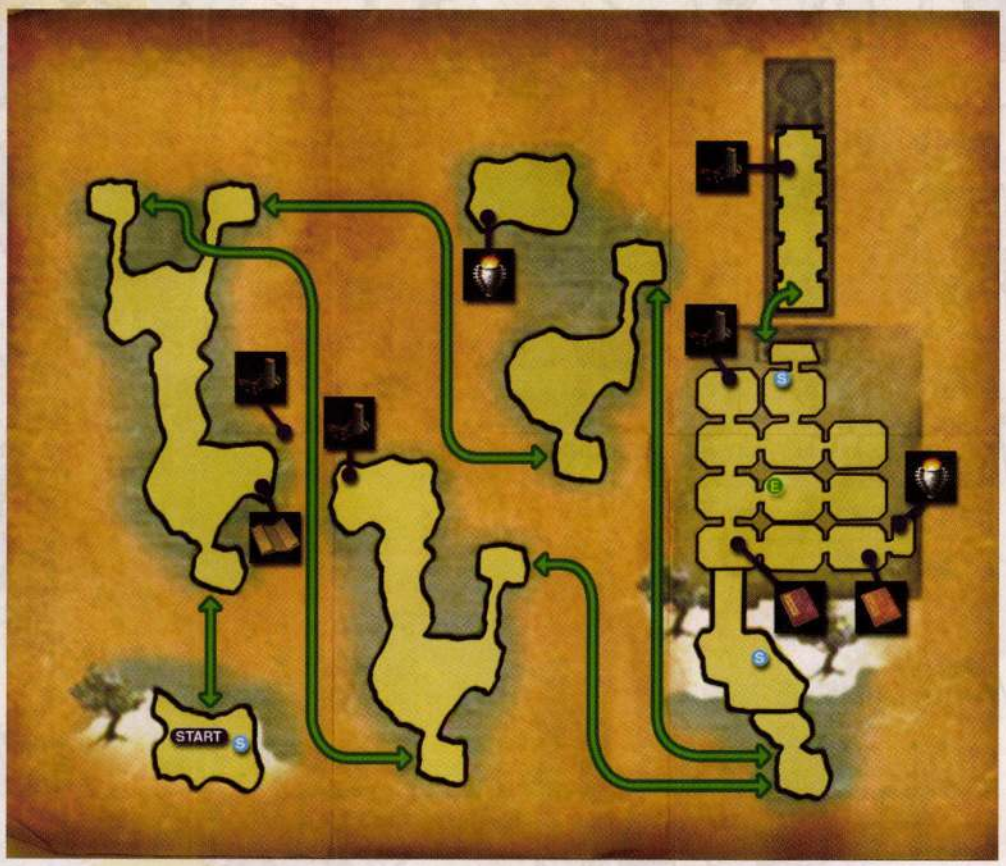


LEAVING MONT-SAINT-MICHEL

Ako travels to the past to help Jacques escape from Mont-Saint-Michel. Enter the next chamber beyond the poison gas trap room, and take the **Fortress 1** book from the southeast corner. Use the Firefly to cross the gap. Proceed into the next chamber, where Jacques hitches a ride on the Genma flying fortress.

Use the Firefly to cross the chasm, and smash the crate on the other side to obtain an EcoSpirit. Enter the next room to be transported to the next stage.

LAKE BIWA



DIRECTING THE FLOW OF ICE

After saving your game at the Protective Mirror, move along the shoreline until you spot a brown box. Smash the box to release a Firefly, and follow it onto a block of mobile ice. When you grab and pull on the Firefly, Jacques drags the iceberg into the lake. As the iceberg floats through the water, the current drags it toward small glaciers. If the iceberg strikes a glacier, it suffers a certain amount of damage.

Cracks appear on the iceberg's surface after each collision. After striking two or three glaciers, the iceberg breaks up and the heroes drown in the icy waters. If your iceberg dissolves, then you suffer an instant game over.

Use the Firefly to drag icebergs into the lake to act as floating rafts.

To save the iceberg and guide Jacques and Samanosuke to safety, use Fireflies to drag the iceberg away from the glaciers and other obstacles. The trick is that many of the Fireflies are attached to enemies. You must defeat the enemies quickly to free the Firefly so that it can be used to drag the iceberg off of a collision course. Samanosuke assists you, but this task mainly is in Jacques' hands. Equip the Hyosai to make short work of Batobones and Dark Crows that hold Fireflies captive. As soon as the Firefly is free, move along the edge of the iceberg until the Firefly turns green. Then grab it (R1 + ✕) to drag the iceberg around the approaching glacier.

Don't get distracted absorbing souls released by slaying Genma that leap onto the iceberg. Focus instead on guiding the iceberg safely out of harm's way before it strikes a glacier.

Quickly smash brown trunks on icebergs floating to the left or right. These contain Fireflies required to cross the water safely.

TWO PATHS, ONE CHOICE

By guiding the first iceberg across the water with few enough collisions, you arrive at a central island. Proceed north, where a Grizmoh drops out of thin air onto the island's central "bridge." The Genma beast's weight submerges the block to the point where you cannot move forward without killing the monster. In the island's final section, kill another Grizmoh and observe that there are two icebergs you can ride to the next area.

After landing at the first island, move to the right and open the treasure box to obtain the Map: Biwa. Send Ako to the Tengu box on the small, offshore ice block to obtain a Medicine.

Defeat the Grizmoh that weighs down the bridge between the island's sections. Without the monster's added weight, the bridge rises back to a passable position.

Take a quick look at your in-game map and notice the connecting lines. Whichever iceberg you choose to ride, you travel to one of the other islands in the waters. From there you move on to the mainland. Therefore, you cannot explore all of Lake Biwa in a single game. Read ahead to determine what's in store on the islands between here and your destination before choosing which iceberg to ride.

The iceberg you choose here determines which item you'll get. Insider's advice: use the iceberg on the right.

NORTHEAST ISLAND

If you use the east iceberg to leave the first island of ice, then you will end up at this island. Run past the Grizmoh and quickly slay the two Archers with single hits. Then help Samanosuke defeat the monster holding the Firefly. When the device is released, grab it with the whip and ride to the nearby islet. Open the treasure box to obtain a **Secret Med**, and ride back. Step onto the next iceberg, and pilot it to the mainland.

Defeat the Grizmoh to release a Firefly that enables you to access a Secret Med.

SOUTHWEST ISLAND

If you use the west iceberg to leave the first island, then this is your destination. Follow the platform's western edge until a Grizmoh drops onto the ice and causes the bridge to sink partly. Defeat the monster to raise the bridge back to full height. Proceed to the islet's northwestern corner to defeat another Grizmoh and to obtain a **Medicine**. Step onto the next iceberg, and pilot it to the mainland.

Much like the first island, you must defeat a Grizmoh to return the island's bridge to its normal height.

A HAIL OF ARROWS

The final event of floating on an iceberg is the most dangerous. Genma Archers on the mainland fire a constant hail of arrows toward your position in the water. You must continue defeating enemies and smashing trunks to release Fireflies, so you cannot stand around. The best defense is to keep moving while you're engaged in the task at hand. The final iceberg can collide with glaciers only twice. The third time, the platform breaks up and the heroes die. As you pass the final iceberg and draw near the mainland, raise your guard to deflect incoming arrows.

Archers' arrows hail continuously as you attempt to pilot the final raft. Focus on freeing Fireflies from their Genma captors to pilot the iceberg raft safely to the mainland.

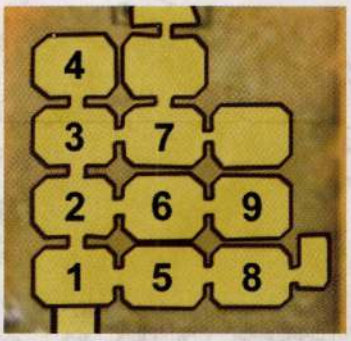
ONI MANSION

Save your game at the Protective Mirror, and then enter the Oni Mansion. Pick up the **Oni Mansion** document from the floor in the first room to determine this structure's purpose. The building itself is a cleverly designed puzzle intended to confuse the Genma and protect the Oni Army Orb from discovery. Therefore, the path required to proceed here would be best described as a puzzle solution. Follow the step-by-step instructions in the following puzzle solution to clear this area.

The Oni Mansion is one confusing place.

Puzzle Solution: The Oni Mansion

Navigation through the Oni Mansion is so complex that it requires a shot-by-shot walkthrough. Visit the rooms in the order listed according to the following actions.



1. Going by the preceding diagram, move forward in Room 1 until the red Firefly turns green, and then grab it with the whip to raise the red gate.

2. Run into Room 2 before the gate closes. Enter Room 6, where a gaping hole in the floor prevents crossing. Smash the old trunk to the left to reveal a hidden EcoSpirit.

3. Return to Room 2 and head north to Room 4. Defeat the Fugaku that appears suddenly and silently, and then open the treasure box to release a Gajimaro. Defeat this creature to receive a Medicine.

4. Pull the blue Firefly in Room 4, and then quickly run south to Room 2, where a Fugaku seems to appear out of nowhere. Try to ignore the creature and quickly pull the red Firefly to open the nearby gate.

5. Run through Room 1 and go through the open blue gate before it closes. Open the treasure box in Room 5 to release a Firefly, which moves to a hovering position over Room 6.

6. Continue into Room 8 and defeat another Fugaku. The Oni Army Book lies on the ground below a blue Firefly. Before pulling the Firefly, slash the panel on the eastern wall to reveal a small sanctuary containing a Soul Statue and a treasure box that holds a Secret Med.

7. Pull the blue Firefly in Room 8 and run back to Room 1 before the gate closes. Return to Room 6, swing across the pit, and pull the yellow Firefly in Room 9.

8. Quickly swing back across the pit, and run to Room 4. Pull the blue Firefly, run back through Room 3 and into Room 7 before the blue gate closes. Run through the yellow gate on the north wall before it closes.

9. Save your progress at the Protective Mirror. Then slash the wall panel and drop through the hole in the top room's floor.

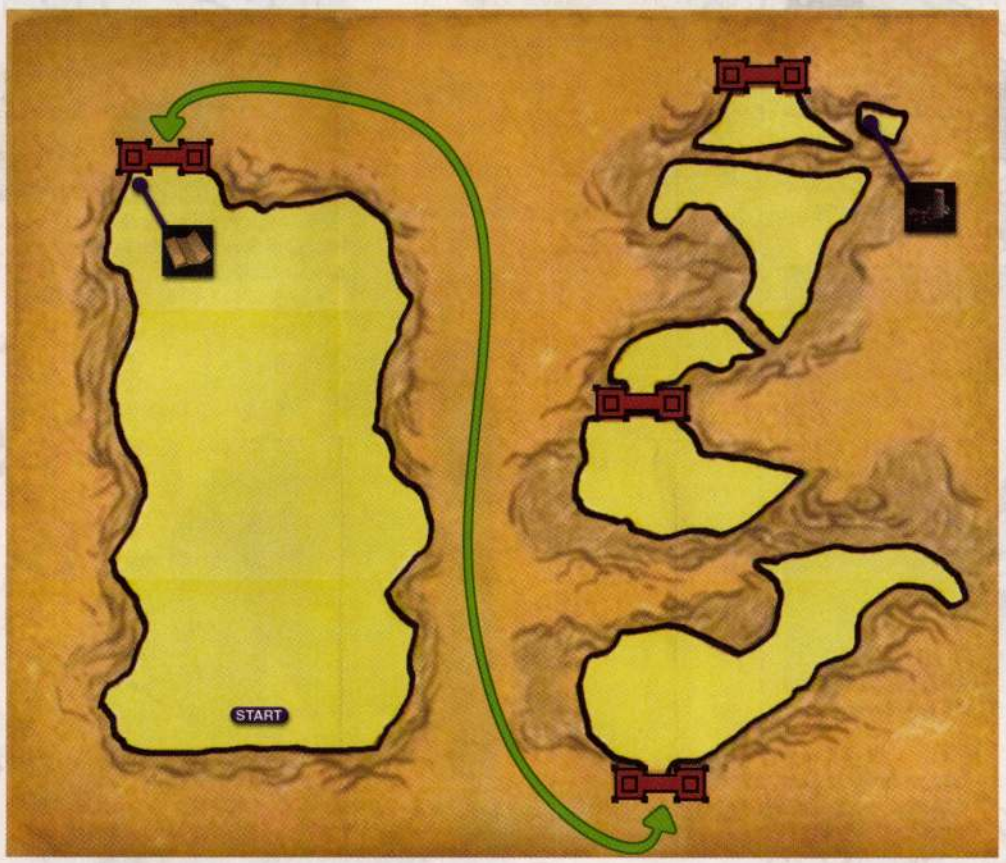
HALL OF THE ONI ARMY

Use magic and charged attacks to defeat the twin Dongachas that drop from the ceiling. A Firefly is attached to one of them. When the Firefly is freed, it moves to a hovering position. Use it to jump over the barrier. Examine the Oni Army Orb in the dragon's mouth.

Use magic attacks to defeat the Dongachas as quickly as possible. Otherwise, you could easily waste a lot of recovery items here.

Before grabbing the Oni Army Orb, search the left side of the corridor until Ako spots a Tengu box high up. The fairy can reach the box to obtain a Medicine.

AZUCHI CASTLE AREA



THE ONI-GENMA BATTLEFIELD

While Samanosuke controls the Oni Army, Jacques must charge through the battlefields toward Azuchi Castle. Despite the massive number of enemies crowding the killing fields, you can either slip through the thronging crowds quickly or indulge in some mass-slaughter with the aid of your trusty Oni weapons. By either method, make your way to the north gate on the battlefield and proceed to the next combat zone.

Archers' arrows constantly hail onto the battlefield. Move up the lines to a position just behind the wooden bulwarks on the field. The defenses prevent random arrows from striking you.

Take out individual Swordsmen with normal and charged attacks. When the crowd gets too thick, use magic to eliminate groups at a time.

This battlefield is a great place to collect all the souls you need to max out the whips. Make sure you have full magic and health before you leave.

The Blue, Green, or Purple Vests are the most suitable for Ako to wear on the battlefield. Avoid using the Black Vest, because the HP drain leaves you vulnerable—no sense dying from a single attack.

Take the Map of Azuchi Area from the treasure box to the left of the gate before proceeding into the next chaotic area.

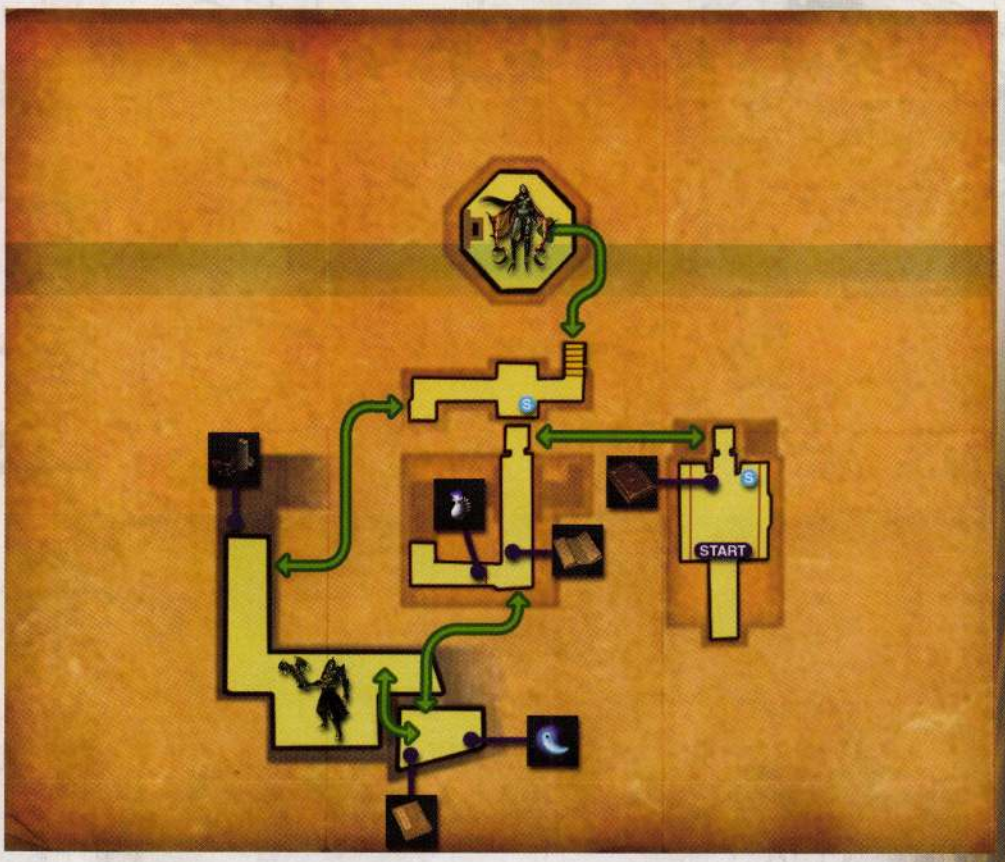
While the Oni Warriors are continuously at your side on the first battlefield, only a limited number appear in the second area. Move swiftly through the zone, and quickly use the Firefly to reach the upper plateau.

Take out the Archer on the lower ledge across from the north gate to lessen the number of arrows flying your way. The Archer on the higher ledge is out of reach, but you should have no trouble avoiding his infrequent arrows.

The Oni Warriors do not follow Jacques into the third battle zone, so eliminate your enemies quickly and move on. Rush north and use the Firefly to reach the upper level. Exterminate the two Archers on the ledge. Then move east and use the second Firefly to reach the higher spot. Slay the remaining two Archers perched here, and then open the treasure box to obtain a **Medicine**. Enter Azuchi Castle.

With the assistance of the Oni Army, you must hack through this small unit on your own, and quickly.

AZUCHI CASTLE



MAP KEY

- Protective Mirror
- Vassal Book
- Fortress 2
- Oni Jewel
- Map: Azuchi
- Medicine
- Oni Med Lv 1

Frequently Encountered Genma

THE GOLDEN FORTRESS

Collect the **Fortress 2** book lying on the floor to the left of the elevator. Then use the Protective Mirror on the right to enhance equipment and save your game. Step into the golden elevator and use the lever to activate the device. Slay the Dark Spiders on the mid-level bridge, and open the treasure box to obtain the **Map of Azuchi Castle**. A heavy gate prevents further ascent on the stairs, so crawl through the open window onto the roof outside the castle.

At this point, all of Jacques's armor and weapons should be at or close to the MAX level.

Grab the map out of the treasure box, and climb through the open window onto the roof outside the building.

The **Vassal Book** lying on the roof's lower corner provides interesting reading. Solve the nearby Puzzle Treasure Box, and then use the Firefly to reach the level above. Unfortunately another Marcellus is waiting to leap out and attack. The area becomes sealed off, so there is no way to progress without taking down the monster yet again. Use the same strategies employed during the previous boss fight. The use of Fireflies will be sorely missed in this battle...

Marcellus must be defeated before you can enter the window on the upper roof ledge's west side. A Tengu box just below the window contains a Medicine.

Puzzle Treasure Box: Azuchi Castle Roof

The Puzzle Treasure Box on the roof ledge outside Azuchi Castle must be opened in only five tile moves. The treasure inside the box is an **Oni Jewel**.

Slide the second tile in the first row.

Slide the third tile in the first row.

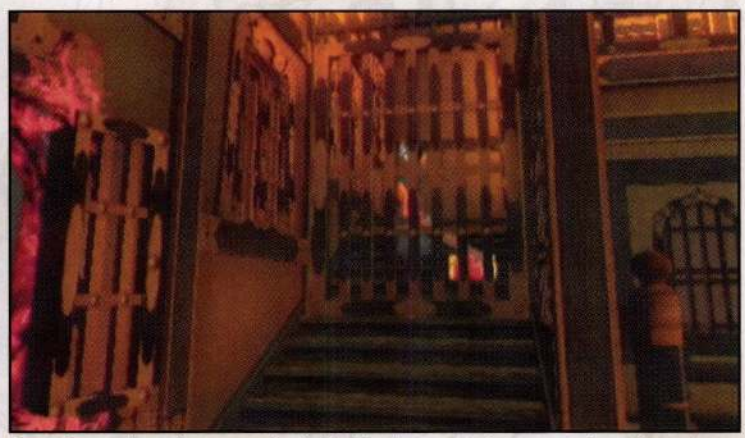
Slide the third tile in the second row.

Slide the third tile in the third row.

Slide the third tile in the fourth row. Puzzle complete.

LAIR OF THE GENMA WITCH

Back inside the building, move downstairs to the barricade and open the treasure box containing an **Oni Med Lv 1**. Then return to the Sky Bridge and record your progress at the Protective Mirror. Proceed upstairs to deal with a very tricky boss monster.

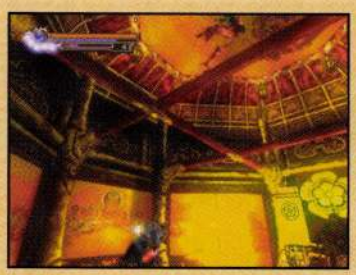


Do not forget about the treasure box behind the heavy gate that prevented you from using the stairs.

VEGA DONNA

Nobunaga's repulsive mistress flips away from, ducks, and dodges almost any attack you throw at her. Fortunately, you can block every attack she attempts. Keep your guard raised at all times and do not risk vulnerability just for the sake of striking one or two weak blows.

The only Vega Donna attack that you cannot block occurs when she leaps up to the rafters in the room and then swings down and outward at Jacques. When Vega Donna perches on one of the ceiling beams, move to a position directly below her, and she cannot perform this attack. If Vega Donna leaps to another position in the rafters, move to the area directly under her and keep up your guard. She only throws knives and fires her binding spell shot. Deflect both of these attacks by holding L1.



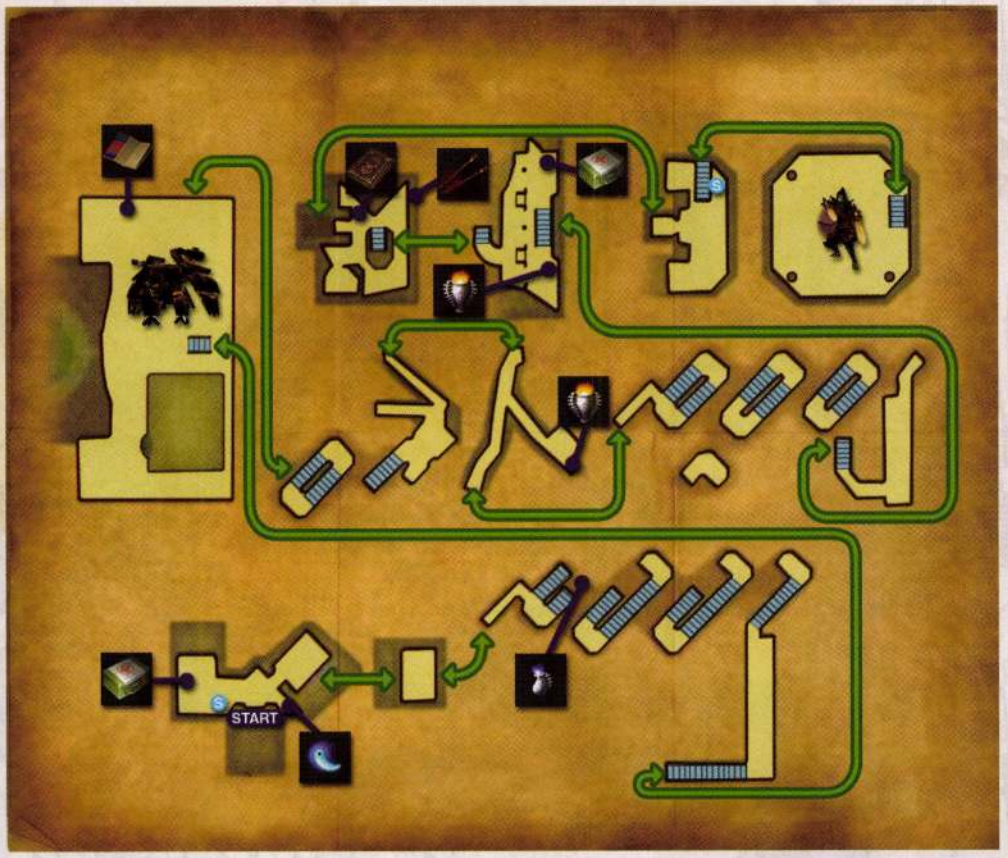
In the midst of employing nothing but defense, you might wonder how to defeat her. The answer is that Vega Donna defeats herself. Whenever Vega Donna is on the ground, slide away from her and try to maintain a medium to long distance. The distance prompts Vega Donna to attempt her binding spell shot on the ground. If your guard is firmly in place, the binding shot bounces back and traps Vega Donna! Use this opportunity to strike with one or two magic attacks. Even when Vega Donna creates a doppelganger and attempts to attack from both sides, keep up your guard until she fires a binding shot. When the shot bounces back, the double effect is cancelled. While this strategy takes some time to implement successfully, it allows you to defeat the demon woman without suffering a scratch!

EIFFEL TOWER

MAP KEY

- Protective Mirror
- First-Aid Kit
- Oni Jewel
- Oni Med Lv 1
- Map: Eiffel Tower
- Secret Med
- Time Lab 6
- Soul Arrows x10

Frequently Encountered Genma



DESECRATING MORE FRENCH MONUMENTS

Samanosuke must find a path to the top of France's tallest structure to stop Ranmaru from unleashing the Time Folder's power. Procure the items in the lobby, and then use the Protective Mirror to save and enhance weapons. As soon as possible, raise Samanosuke's armor, gauntlet, and weapons to the MAX levels. Press the button next to the elevator. Step into the car and press the button just inside the doors.

The treasure box across from the Protective Mirror contains a First-Aid Kit.

A Puzzle Treasure Box is tucked in the corner across from the elevator doors.

Puzzle Treasure Box: Eiffel Tower Lobby

The Puzzle Treasure Box in the lobby's southeast corner contains an **Oni Jewel**. The tile puzzle must be solved in six moves.

Slide the third tile in the first row.

Slide the fourth tile in the first row.

Slide the fourth tile in the second row.

Slide the third tile in the second row.

Slide the third tile in the third row.

Slide the second tile in the third row. Puzzle complete.

INTERRUPTED TOUR

Naturally, the Genma cannot leave Samanosuke alone, even when he is only attempting to enjoy a peaceful elevator ride. Slay the Zabiets that break into the compartment. Then press the button for the emergency ladder on the rear wall. Climb up the ladder to the elevator car's roof, defeat more enemies, and climb the service ladder.

Slay the Genma that storm the elevator car. Then press the button on the rear wall to lower the emergency ladder.

Defeat the Zmoh on the elevator's roof, and then use the ladder on the column to climb upward.

PUSH AND SHOVE ON THE STAIRS

As you ascend the tower, time rifts appear with random frequency on the flat platforms between staircases. If you are caught in a time rift, you will be warped back to a lower point on the stairs. You can avoid these traps easily enough by using caution as you approach each flat area. However, mean-spirited Dorabazu enemies roll down the staircases. Their main intention is to knock Samanosuke backward into a rift. Even with your guard raised, the Dorabazus have a good chance of succeeding. When each Dorabazu stops rolling, quickly slay it with the Chigo and move on.

When entering the stairs area, first descend until you reach a break in the stairs. Send Ako down to retrieve an Oni Med Lv 1 from the Tengu box below.

Charge to the top of each staircase as quickly as possible. This way, if a Dorabazu rolls down, enough room remains so that it cannot push you backward into a rift.

If possible, charge past a Dorabazu so that it turns around and actually pushes you up the stairs!

In an emergency, use Electric Arrows to stop Dorabazus in their tracks, even when rolling.

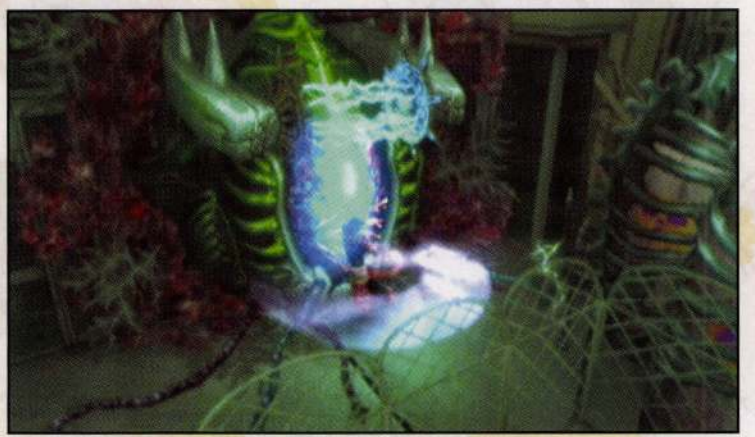
With the proper baiting tactics, you might be able to goad the Dordio on the platform at the top of the stairs into walking into a time rift!

EGAD! IT'S THAT CRANKY ROBOT AGAIN!

Brainstern waits for a rematch against Samanosuke on the tourist bureau deck. Use the same tactics as before to defeat it. During this battle, small dark clouds form randomly on the platform, adding the danger of electric shock. As you attack Brainstern with charged attacks and magic, sidestep away from dark clouds before you suffer unnecessary damage. After you defeat the robotic monster for the final time, move around the south corner of the tourist bureau and locate some strange machinery. Continue to avoid electric discharge clouds on the platform, charge the Chigo, and strike the machinery whenever the shutter doors slide away to reveal the glowing innards. Destroying the machine puts an end to the random electric discharges. Defeat a final group of enemies and find the staircase entrance on the north wall.

Avoid black clouds of electric discharge while you defeat Brainstern for the second time.

Open the box near the platform's edge to procure the Eiffel Tower Map.



Charge your attacks and wait for the shutter doors to open. Then smash the crystalline innards to stop the electric discharges.

THE SECOND PERILOUS ASCENT

Avoid further time rifts as you make your way across the platform to the tower's outer girder. Use arrows to shoot down all the Bhaza that swarm the area before you procedd. If you attempt to continue upward with the flying Genma still around, they can create hardship as you deal with the Zmoh enemies in this area. When the zone is clear, move onto the pulsating cable and upward to confront the Zmoh one at a time. Afterward, follow the cable's left branch to a treasure box containing a **Secret Med**. Then follow the other cable up to the next staircase.

Although there's not much you can do about it, girders and other heavy debris falling from the tower above can inflict damage.

Ascend another set of staircases as you deal with rolling Dorabazus and time rifts. Use volcanic earth magic and arrows to dispatch the Dongacha and Ouija on the platform at the top, or they will gladly knock you into a time rift that warps you back to the tourist bureau level.

Try to prevent the charging Dongacha from knocking you into a warp.

TOP OF THE WORLD

On the observation level, collect all the items scattered on the two levels. Then ascend the gold stairs to the second level and call the elevator. A Dordio arrives in the lift, but in this tight situation it is surprisingly easy to destroy with one or two magic attacks. Ride the elevator up to the top of the Eiffel Tower for the final confrontation with Ranmaru.

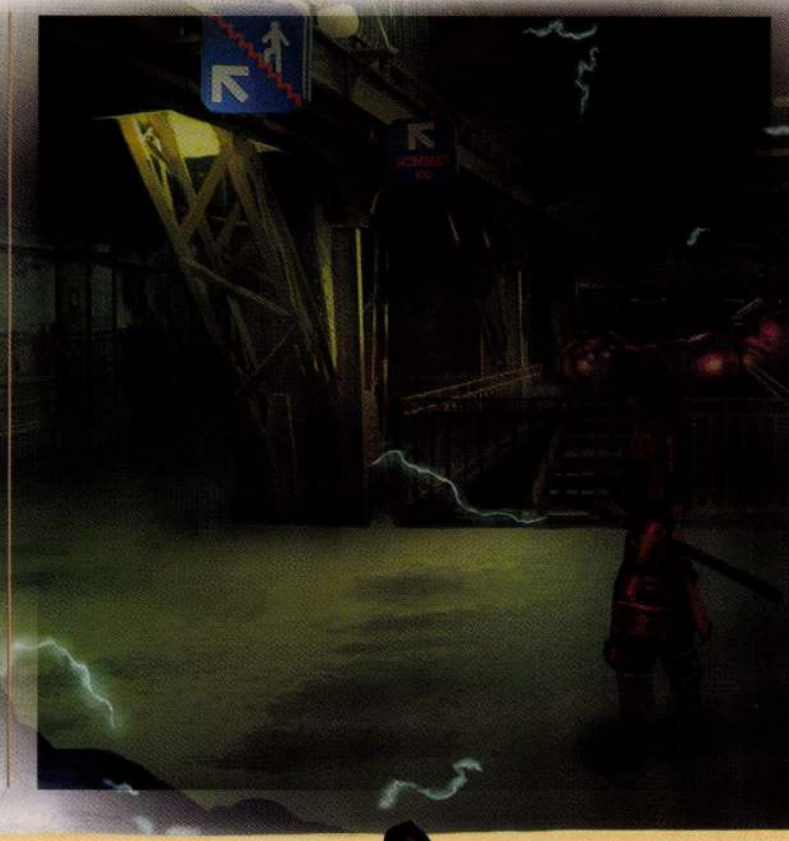
Open the treasure box at the observation deck's north end to release a Babian. Slay this annoying creature to obtain a First-Aid Kit.

The treasure box at the lower platform's south end contains a Secret Med.

The Time Lab 6 lies on the floor to the right of the elevator. This completes your collection.

Locate the Tengu box at the north end of the upper platform. Send Ako to obtain the Soul Arrows x10 from inside it. While they're stuck in enemies, these arrows allow you to knock out red souls with each hit.

Absorb all the souls from the soul shrine on the scenic overlook level. Then save your progress at the nearby Protective Mirror. Climb the stairs to confront Ranmaru.



GENMA RANMARU MORI

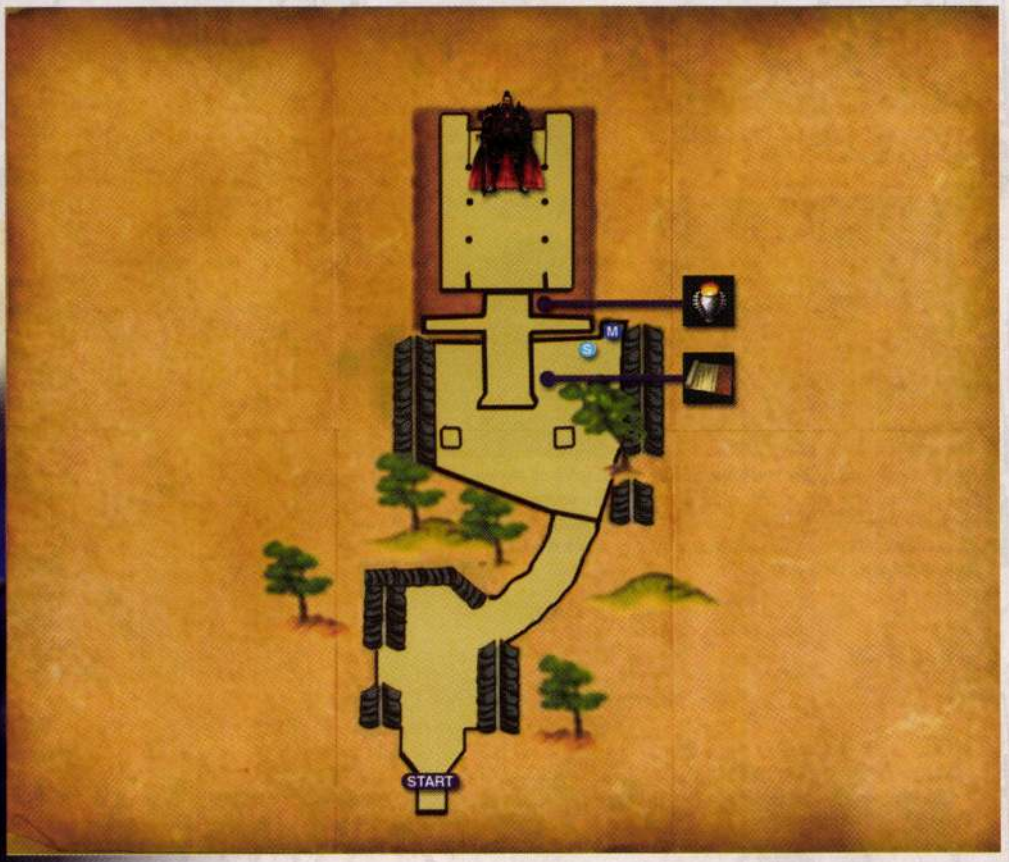
Although his strength and health are slightly improved, Ranmaru still hasn't learned any new tricks. You can defeat him even more easily than the last encounter. Sacrifice a bit of health by striking him as he slashes at you. While Ranmaru attempts to absorb the released souls, hit him with magic attacks. Repeat this strategy until you defeat Ranmaru.

HONNOJI TEMPLE

MAP KEY

- Protective Mirror
- Scrl: Ranmaru
- Magic Fountain
- Secret Med

Frequently Encountered Genma



THE CIRCLE OF TIME

The place is the same, but the situation is entirely different. Help Samanosuke and the Akechi clan clear the courtyard same as before, and slay enemies as you ascend the long stone staircase. After Jacques delivers a serious tail whipping to the all-too-human Ranmaru, search the ground near his limp form to discover the **Ranmaru Scroll**. Procure the new items in the area as well as those you may have left behind, and then proceed up the stairs for Jacques' final showdown.

Open the new treasure box near the area's west wall to release a Firefly.

Ride the Firefly to the rooftop, and search the east corner to find a Secret Med.

THE FINAL DARK REALM

The Gatekeeper hangs out near the Protective Mirror. Stand below him until he drops down. Then speak with him to gain access to Jacques's final Dark Realm series. A chest on the Dark Realm's first level is sealed with blue magic. Treasure chests on various levels of the Dark Realm contain **8 Blue Orbs**. Collect all eight, then return to the first arena and use them collectively to unseal the chest. This is the location of the **Ultimate Whip**, Jacques's best weapon. If you have what it takes to survive the final Dark Realm and procure this whip, Jacques's final battle becomes a walk in the park.

Speak to the Gatekeeper in the courtyard to access the final Dark Realm arenas.

Plumb the depths of the Dark Realm to acquire the eight Blue Orbs and gain Jacques' Ultimate Whip. When you experience an easy battle against Nobunaga, you will be proud of your effort.

NOBUNAGA

Nobunaga's defense is strong and his attacks are swift. However, each time he damages Jacques, yellow souls are released. Attempt to slide near these souls and absorb them quickly. Nobunaga is capable of Critical hits, so watch your life bar carefully and consume health items whenever the gauge flashes red.

This is Jacques' final battle, so hold nothing back. As Nobunaga moves to attack, issue magic attacks in counterstrike. Use the Firefly positioned over the room's center to escape his whip attacks. If magic power runs out, sidestep at the moment of his attack and strike from the side with normal or charged attacks. Use as many recovery and magic restorative items as necessary to stay ahead of Nobunaga. Because the warlord's sword strokes are frequent, attempt to strike Deflect Critical hits by pressing ● the instant after you block an attack.

If you obtained the Ultimate Whip from the Dark Realm, attack by pressing ▲ repeatedly. The Ultimate Whip ends this battle with ruthless efficiency, and Jacques is practically invulnerable even against Nobunaga.

SAMANOSUKE RETURNS

As Jacques and Samanosuke return to their respective time periods, the samurai gains the chance to settle the score with Nobunaga personally. First, there is the matter of the final Dark Realm to confront. In Samanosuke's version of the final battle arena, there are **8 Red Orbs** to collect on various levels of the Dark Realm. Use these to unlock the sealed chest on the initial level, which contains the **Bishamon Sword**. This weapon is so powerful that Samanosuke can defeat any foe with a single magic attack. Because the Bishamon Sword's magic power is endless, this is obviously the samurai's best weapon. However, the only way you can enjoy it is by exiting the Dark Realm and returning to fight all the enemies over again. The sword is unavailable during the final battles. Try to unlock the secret "Ultimate Mode" to enjoy the Bishamon Sword throughout the entire game.

Samanosuke's final trip to the Dark Realm enables him to garner the coveted Bishamon Sword, the legendary sword of the Oni.

Preparing for the Endgame

Before you enter the temple and face Nobunaga for the last time, consider the status of your equipment. Although Samanosuke will not be able to use any of his weapons in the final battles, the weapons' levels contribute to his strength. The Onimusha Sword that Samanosuke acquires automatically during the final battle varies in strength depending on the collective levels of the Tenso, Kuga, and Chigo. For example, if all the weapons are at level 2, then the Onimusha Sword appears at level 6. This is nearly half of the weapon's potential power. However, if all weapons are at MAX, then the Onimusha Sword appears at level 9, or MAX level. The Onimusha Sword is also capable of charged attacks, and the charge potential is based on the Oni Gauntlet's level. The final battle is much easier if all of Samanosuke's equipment is at MAX level. If not, simply retread the Dark Realm until the necessary souls are available.

NOBUNAGA

Samanosuke transforms into a "Pure Onimusha" state. He remains in Onimusha form throughout the battle, and gains the Onimusha Sword of cumulative power. Nobunaga cannot damage Samanosuke, so simply press △ until the Genma Lord's human form is defeated.

GENMA KING NOBUNAGA

The real battle begins. In his true form, Nobunaga is impervious to attack throughout the first portion of the battle. He summons four cone-shaped devices that cast an impenetrable shield and also do most of the attacking. Whenever the cones are not attacking, press △ to leap forward and strike them. It does not matter how far you are from Nobunaga; the attack carries you forward to strike. When you're standing directly in front of Nobunaga, pressing △ unleashes a double-stroke attack that inflicts twice as much damage.

Attacking is secondary to protecting yourself from harm. The Genma King and its drones inflict severe damage with every hit. If you fail to use caution, you will exhaust recovery items very quickly. Whenever the cones spread outward, back away and dodge whatever they throw at you. The cones alternately fire small, slow-moving blasts that you can dodge easiliy by sidestepping them. When a cone glows orange, a laser beam is about to fire. Once the cone emits a laser beam, it cannot change aim. Sidestep at the moment the beam shoots across the ground, and you can dodge this attack easily. Occasionally all four cones fire lasers simultaneously. This may look unavoidable, but the trick is to sidestep only once left or right. The beams shoot around you, but they all miss!

Strike the cones that protect Nobunaga between each attack sequence. The cones sometimes release rainbow-colored souls when they're damaged. Absorb these souls quickly before you slide away. When you absorb five rainbow souls, Samanosuke enters a heightened state where dealing double damage becomes possible. Strike as often as possible while this bonus lasts, even if you endure a little damage by not exerting caution. While the rainbow souls are in effect, you have a chance to destroy the cones.

When the first set of cones is destroyed, Nobunaga summons another set. After you destroy the second set of cones in the same fashion, Nobunaga gets serious. The Genma Lord employs tornado, lightning, and fire attacks previously seen in Onimusha 2. Sidestep the tornadoes and avoid the lightning attacks by steering clear of their glow upon the ground. The fire attack is the hardest to avoid. All you can do is back away and sidestep at the moment the line of flame shoots toward you. Between each of these attacks, damage Nobunaga to the best of your abilities. Beware also of his powerful sword swings.

If you inflict enough damage to the Genma King, the tyrant drops his sword and kneels. Quickly absorb the sword by holding ◉. The Onimusha obtains the Genma Samonji, Nobunaga's sword of hatred. Nobunaga flings fireballs and performs a fiery bull rush across the area. Sidestep these attacks and continue damaging him between them. Keep a sharp eye on your life meter, and recover health as necessary. Hold your ground because this is it, the end of Nobunaga!

SECRETS AND BONUS MODES

Completing one game of *Onimusha 3: Demon Siege* is just the beginning! By completing the game in normal difficulty, and fulfilling certain criteria, you will unlock many new modes and bonus mini-games.

Ranking

Following completion of the game, two ranking screens are displayed. The first breaks down the individual scores for each character, indicating how each hero contributed to the overall score. These scores are used to determine which extra character costumes are unlocked. The second screen presents your results, including an overall letter grade and any titles you may have earned.

Ranking is determined by assigning points for each score on the Details screen. Points are tallied to determine an overall grade letter.

PLAY TIME POINTS

Total Play Time	Points
0 - 5:59	10
6:00 - 7:59	6
8:00 - 10:59	4
11:00 - 13:59	3
14:00 - 16:59	2
17:00+	1

SOUL POINTS

Total Souls	Points
170,000+	10
145,000 – 169,999	6
125,000 – 144,999	4
100,000 – 124,999	3
70,000 – 99,999	2
0 – 69,999	1

ENEMIES DEFEATED POINTS

Enemies Defeated	Points
2300+	10
2000 – 2299	6
1700 - 1999	4
1300 – 1699	3
1000 – 1299	2
0 – 999	1

CRITICAL HIT POINTS

Total Critical Hits	Points
600+	10
500 – 599	6
350 – 499	4
200 – 349	3
50 – 199	2
0 – 49	1

DARK REALM "OBTAIN ITEM" POINTS*

Total Item Points	Points
100	10
70 – 99	6
50 – 69	4
40 – 49	3
20 – 39	2
0 – 19	1

*Points Per Dark Realm Item

Purple Vest: 10 Points
Fire Seal, Wind Seal, Thunder Seal: 10 Points each
Ultimate Whip, Bishamon Sword: 30 Points each

RANKING GRADE BY ACCUMULATIVE POINTS

Normal Difficulty	Easy Difficulty	Rank
41-50 pts.	50 pts.	S
34-40 pts.	34-49 pts.	A
26-33 pts.	26-33 pts.	B
18-25 pts.	18-25 pts.	C
5-17 pts.	5-17pts.	D

Titles

A secondary title may also appear on the ranking screen following completion of the game. Titles are awarded based on fulfilling certain game criteria. While we cannot say exactly what the titles are, we can show you how to achieve them:

- Save only once during the game.
- Score a Critical Hit rate of 40%. Calculate this rate by dividing the total enemies defeated by the number of Critical Hits.
- Play the game within 5:00 or less.

- Find all 23 Tengu treasure boxes.
- Kill more than 3000 enemies.
- Suffer less than 5120 points of damage. (Hidden damage point system)

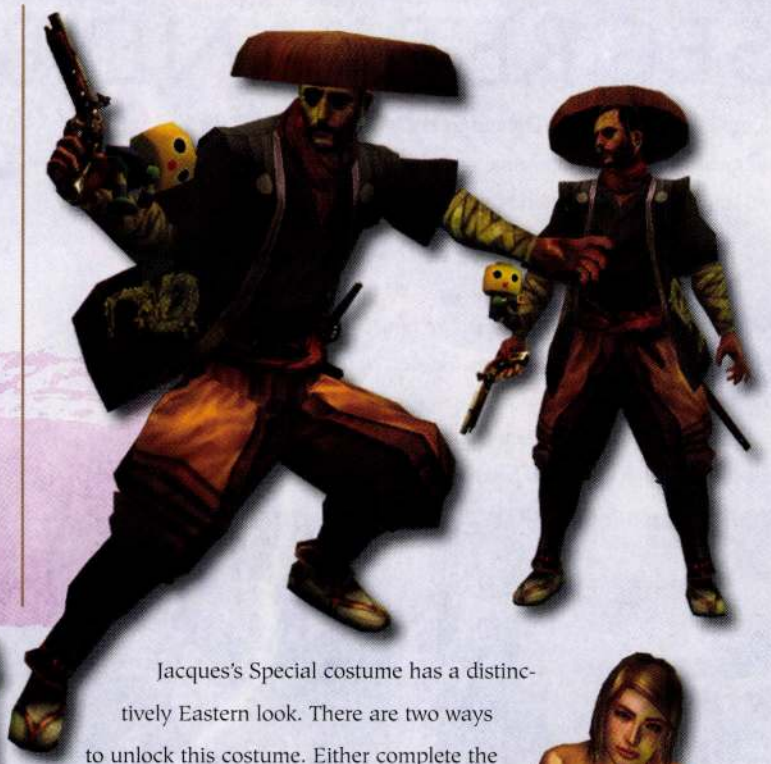
Extended Ending

If you fail to find all of Ako's vests, a rather short ending occurs. However, procuring all of Ako's vests unlocks an extended ending. Obtain all of Ako's vests during the game. It is not required that you use EcoSpirits to activate all of them.

Special Attire

Samanosuke's Special 1 costume is the Western outfit. The samurai's new look is literally "Western," fashioned as a cowboy costume from the American pioneer age. There are two ways to unlock this costume. Either complete the game with higher scores as Samanosuke, or complete the game while wearing Jacques's "Special" attire. Enable this costume by setting Samanosuke's attire to "Special 1" in the Special Features screen.

Samanosuke also retains the Panda Suit from *Onimusha: Warlords*. To unlock it, you must complete the "Oni Training" mini-game. The Panda Suit also becomes available if a save game from *Onimusha: Blade Warriors* is recorded on the memory card in slot 1. The Panda Suit's head can be raised or lowered by tapping L2. Each time you lower and raise the head, the expression on the panda's face changes! Enable this costume by setting Samanosuke's attire to "Special 2" in the Special Features screen.



Jacques's Special costume has a distinctively Eastern look. There are two ways to unlock this costume. Either complete the game with higher scores as Jacques, or complete the game while wearing Samanosuke's "Special 1" attire. Enable this costume by setting Jacques's attire to "Special" in the Special Features screen.

Michelle sports the wet look more than ever before by wearing nothing but her bathroom towel. This provocative costume is unlocked by completing the game with an "S" ranking in Normal or higher difficulty. Enable this costume by setting Michelle's attire to "Special" in the Special Features screen.

Play as Gargant

The most powerful warrior of the Genma, the creature defeated by Samanosuke in the opening movie of *Onimusha 3: Demon Siege*, becomes a playable character in *Onimusha: Blade Warriors*. To unlock this special feature in *Blade Warriors*, make sure that a save game with clear status is recorded on the memory card in slot 1 when booting up your copy of *Blade Warriors*.

Onimusha: Warlords Weapons

Samanosuke begins the game with the three weapons he wielded throughout *Onimusha: Warlords*. These weapons can be unlocked for use throughout the game by obtaining the appropriate items from the Dark Realm arenas.

Obtain the Fire Seal, the Thunder Seal, and the Wind Seal items, and then complete the game. During all subsequent games, the three *Onimusha: Warlords* weapons reappear in the alleyway where Samanosuke materializes in the present time period.

Difficulty Levels

Unlock additional levels of difficulty by completing the game. To unlock Easy mode, simply die three times within a single stage while playing a game at Normal difficulty. Hard mode is unlocked when Normal mode is cleared. To unlock the extremely challenging Devilish mode, clear the game with Critical mode enabled.

Bonus Modes

Critical Mode is unlocked by completing the game on Hard difficulty. In Critical Mode, only inflicting Critical hits will kill enemies. Deflect Critical attacks count too, so you can try to clear this mode by blocking and then counterstriking every foe. You can enable this setting during any difficulty level in the Special Features screen.

Ultimate Mode is unlocked by completing the "Oni Target Practice" mini-game. In Ultimate Mode, Samanosuke begins with the Bishamon Sword and Jacques begins with the Ultimate Whip. Each character owns 30 Ultra Meds and 10 Wood Charms or Statue Charms. Each Oni weapon acquired during the game is at MAX level, with unlimited magic power. When enabled on the Special Features screen, this mode removes all challenge from the game. You are sure to obtain an S ranking even on the very hardest difficulty!

Oni Target Practice

Playing as Jacques or Samanosuke, you must use guns or arrows to destroy Genma eggs that race by on tracks in a shooting gallery mini-game. For additional tips and information, please turn to the Oni Target Practice chapter of this guide.

Adventures of Heihachi

Complete the game in Normal difficulty to unlock an additional story-based mini-game, where Heihachi is a playable character. For a brief walkthrough of this mini-game, turn to the Adventures of Heihachi chapter in this guide.

Oni Training

Complete all of the training sessions during the game, and then complete the game to unlock this bonus training mini-game. Additional information and clearing tips are located in the Oni Training chapter.

Genma Puzzle Space

Solve all of the Puzzle Treasure Boxes during the game, and then finish to unlock this bonus mini-game. Start the Genma Puzzle Space mini-game from the Special Features menu. Three varieties of puzzles are available, resembling the puzzles from all three games in the *Onimusha* series. For the answers to all the puzzles, please turn to the Genma Puzzle Space chapter.

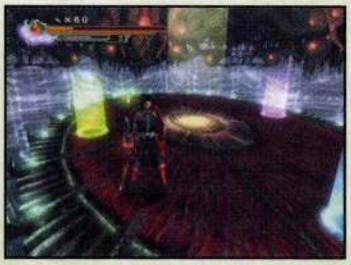
Several times throughout the game, Samanosuke and Jacques encounter the bizarre Gatekeeper. This eerie creature allows the Oni warriors to pass into the world of the Genma, the Dark Realm. There, the heroes can pit their skills against overwhelming hordes of Genma to obtain the ancient tools and weapons of the Oni that the evil demons sealed away.

NAVIGATING THE DARK REALM

You can enter the Dark Realm on three occasions during the course of the game. Do this by speaking to the Gatekeeper at the Undersea Temple, Mont-Saint-Michel, and outside Honnoji Temple. Depending on which character speaks to the Gatekeeper, the Dark Realm changes design and content.

Once inside the Dark Realm, you must clear the first arena in order for the exit to appear. The central shaft of light allows the player character to exit from the Dark Realm and return to the outside world. When you reenter the Dark Realm, all previously defeated enemy sets reappear.

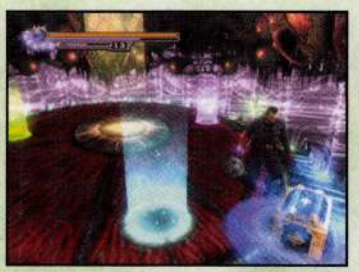
Additional colored columns of light appear on the sides of each arena. Step into these shafts, and a map appears onscreen to show the next arena where you are headed. The color of the light corresponds to the color of the path between arenas, so you can navigate more quickly between arenas if you remember the colors. While standing in a colored light, press ⊗ to travel to other arenas within the Dark Realm. Each time you enter a new arena, you must defeat all enemies before the exit and any colored transport lights appear.



DARK REALM TREASURES

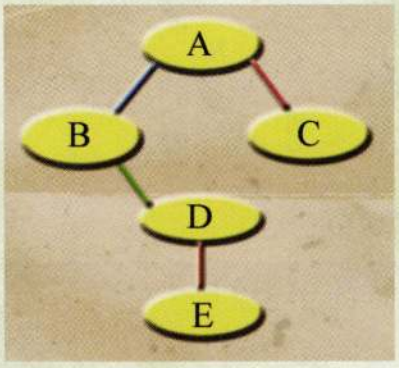
Some arenas within the Dark Realms contain Medicines or recovery items to help you keep going. Certain levels within each Dark Realm contain treasure chests that hold valuable prizes, such as the Fire Seal, the Wind Seal, or the Thunder Seal, which unlock the Enryuu, Shippuu, and Raizan for use in a replay game. Ako's Purple Vest is also a prize in the Dark Realm. With its ability to reduce magic consumption, this item greatly aids in clearing other Dark Realm arenas.

At Mont-Saint Michel, the Green Orb found in Jacques's version of the Dark Realm opens a chest that is located in Samanosuke's version. Likewise, the Purple Orb contained in Samanosuke's version of the Dark Realm opens a chest in Jacques's version. At Honnoji Temple, there are 8 colored orbs scattered throughout the Dark Realm arenas. Find them all and use them to unseal the chest in the first arena, which contains each character's ultimate weapon.



UNDERSEA TEMPLE: JACQUES

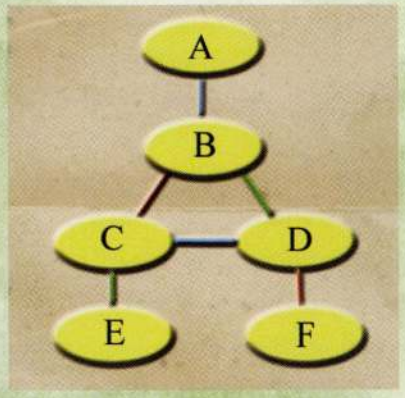
Arena	Enemies	Item(s)
A	Zorm	None
B	Zagat/3-Eyes	None
C	Fugaku	None
D	Bera/Gacha	None
E	Batobone/Fugaku	Thunder Seal



Consider this little more than a warm up. Use Slash Lift attacks to floor enemies in the second arena, leaving only one or two foes standing at a time. Continue around the room, damaging enemies this way, until victory is achieved. The Fugaku in the third arena swing their clubs so wide, they largely kill each other. Use magic attacks to wipe out the Fugaku in the last arena, and knock Batobones to the ground with Charged or Slash Lift attacks.

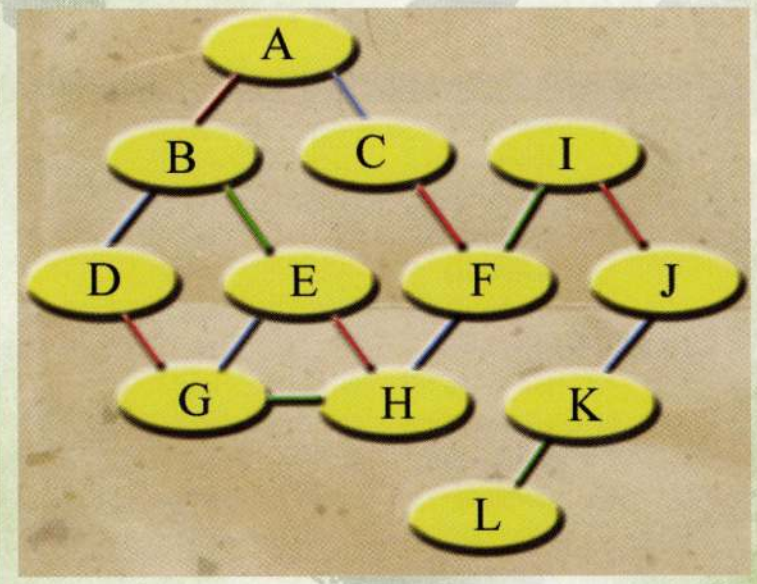
UNDERSEA TEMPLE: SAMANOSUKE

Arena	Enemies	Item(s)
A	Swordsmen/3-Eyes	None
B	Dordo/Fugaku	None
C	Dark Puppet/Archer	None
D	Bera/Zolworm	None
E	Gilzorm/Dark Crow	Wind Seal



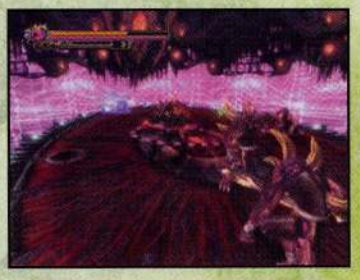
The Dordo/Fugaku combination in the second arena should use up a lot of your magic power. Some of this should be regained while fighting the Dark Puppet in the next arena. Other than that, Samanosuke really shouldn't have trouble with this set.

MONT-SAINT-MICHEL: JACQUES



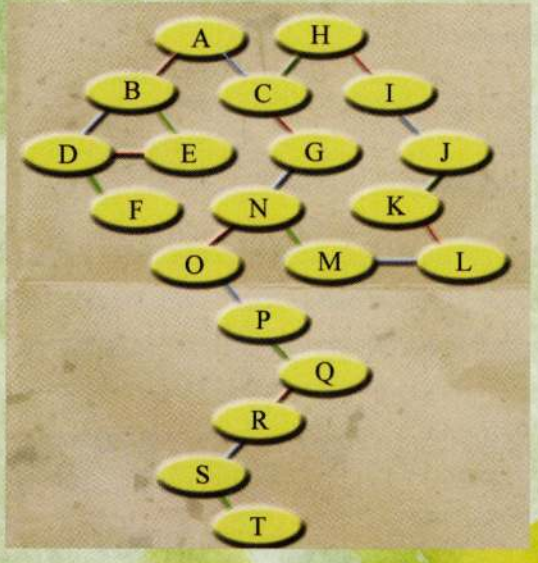
Arena	Enemies	Item(s)
A	Dorabazu	Statue Charm
B	Zmoh/Archer	None
C	Zagat/Dark Spider	None
D	Grizmoh/Zmoh	None
E	Gacha	Green Orb
F	Gilzorm/Zagat	None
G	Fobora/Fugaku	None
H	Batochaika/Batobone	None
I	Gera	None
J	Bera/Dark Crow	Medicine
K	Gacha/Dordo	Medicine
L	Dark Puppet/Dordio	Fire Seal

Use all-out ice attacks to defeat the Grizmoh/Zmoh combination of enemies on level D. Against the Fobora/Fugaku team on level G, circle the arena and attempt to position yourself so that the Fobora is always caught behind the swinging Fugaku. Once the red armored giants beat each other to death, the Foboras shouldn't be hard to dispatch. Don't hesitate to use thunder magic on level H to kill all the little Batochaika. Clear level K by grabbing the Gachas with the whip and throwing them into the Dordos, if possible.



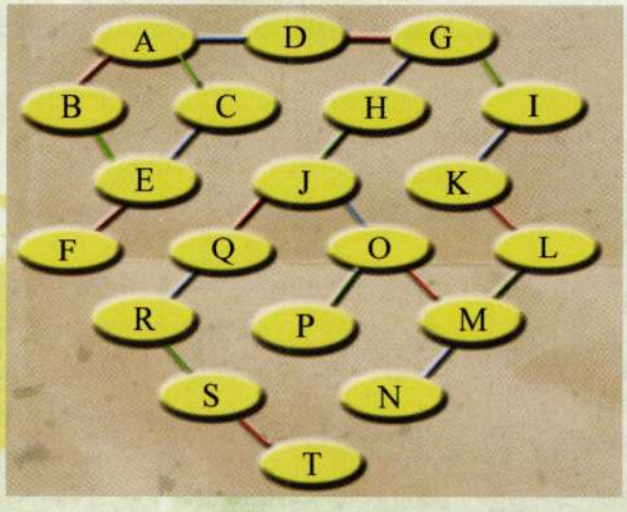
MONT-SAINT-MICHEL: SAMANOSUKE

Arena	Enemies	Item(s)
A	Zagat/Dark Crow	Wood Charm
B	Batobone/Dordio	None
C	Fugaku/Archer	None
D	Fobora/Dorabazu	None
E	Gyaran/Grizmoh	Medicine
F	Zmoh/Batobone	None
G	Gilzorm/Zorm	None
H	Zmoh/Dongacha	None
I	Bera/Dongacha	None
J	Fobora/Dark Puppet	Purple Orb
K	Bera/Grizmoh	Medicine
L	Zabiet/Zagat	None
M	Gilzorm/Dark Crow	None
N	Babian/Dongacha	None
O	Zolworm/Dark Puppet	None
P	Dongacha/Fobora	None
Q	Zolworm/Fugaku	None
R	Dark Crow/Dark Spider	Medicine
S	Gacha/Dordio	None
T	Grizmoh/Dark Puppet	Purple Vest



Defeating the Fobora and Dorabazus in arena D is a matter of sliding around the rolling, spiky creatures while avoiding the Foboras' projectile attacks. The key is to keep moving, stopping only to strike hard once, and then move on. With proper magic power conservation until the Grizmoh/Dark Puppet team in the final arena, none of the other arenas should give you problems.

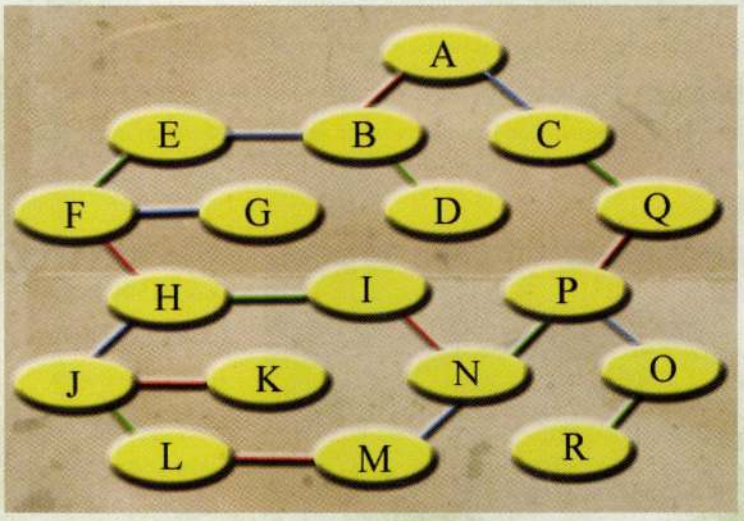
HONNOJI TEMPLE: JACQUES

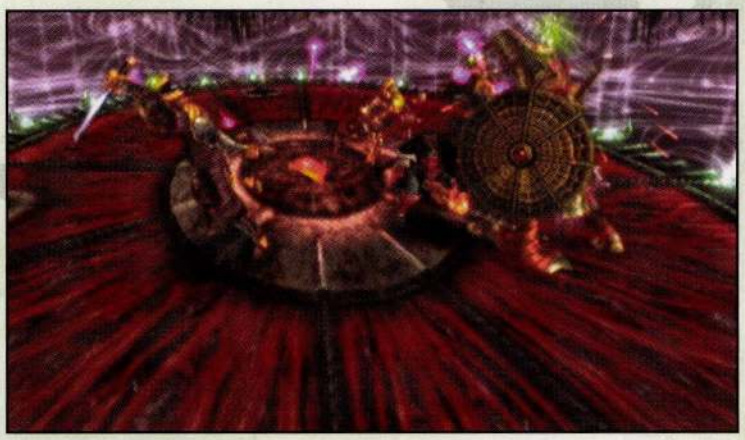


Arena	Enemies	Item(s)
A	Gilzorm/Fugaku	Ultimate Whip
B	Gacha/Zmoh	None
C	Axeman/Batobone	Blue Orb
D	Bhaza/Archer	Blue Orb
E	Gyaran/Zabiet	None
F	Zolworm/Dark Spider	None
G	Bhaza/Dark Puppet	Medicine
H	Dordio/Fugaku	None
I	Bera/Ouija	None
J	Dark Crow/Archer	Blue Orb
K	Bera/Dongacha	Blue Orb
L	Ouija/Fobora	Blue Orb
M	Dorabazu/Dongacha	Secret Med
N	Grizmoh/Zolworm	None
O	Grizmoh/Zabiet	Secret Med
P	Babian/Dark Puppet	Blue Orb
Q	Zabiet/Fugaku	None
R	Ouija/Dongacha	None
S	Gyaran/Dark Spider	Blue Orb
T	Gilzorm/Marcellus	Blue Orb

Equip Ako with the Purple Vest in rooms where there are oversized enemies, and equip her with the Green Vest in rooms where there are flying foes. Fight your way from arena A to arena K, then leave the Dark Realm to recharge your magic at the fountain outside the temple. Return to the Dark Realm and travel from arena A to arena C, and then make the long journey down to arena T. Don't hesitate to use Oni Med items to recharge your magic power, especially in the levels near the bottom.

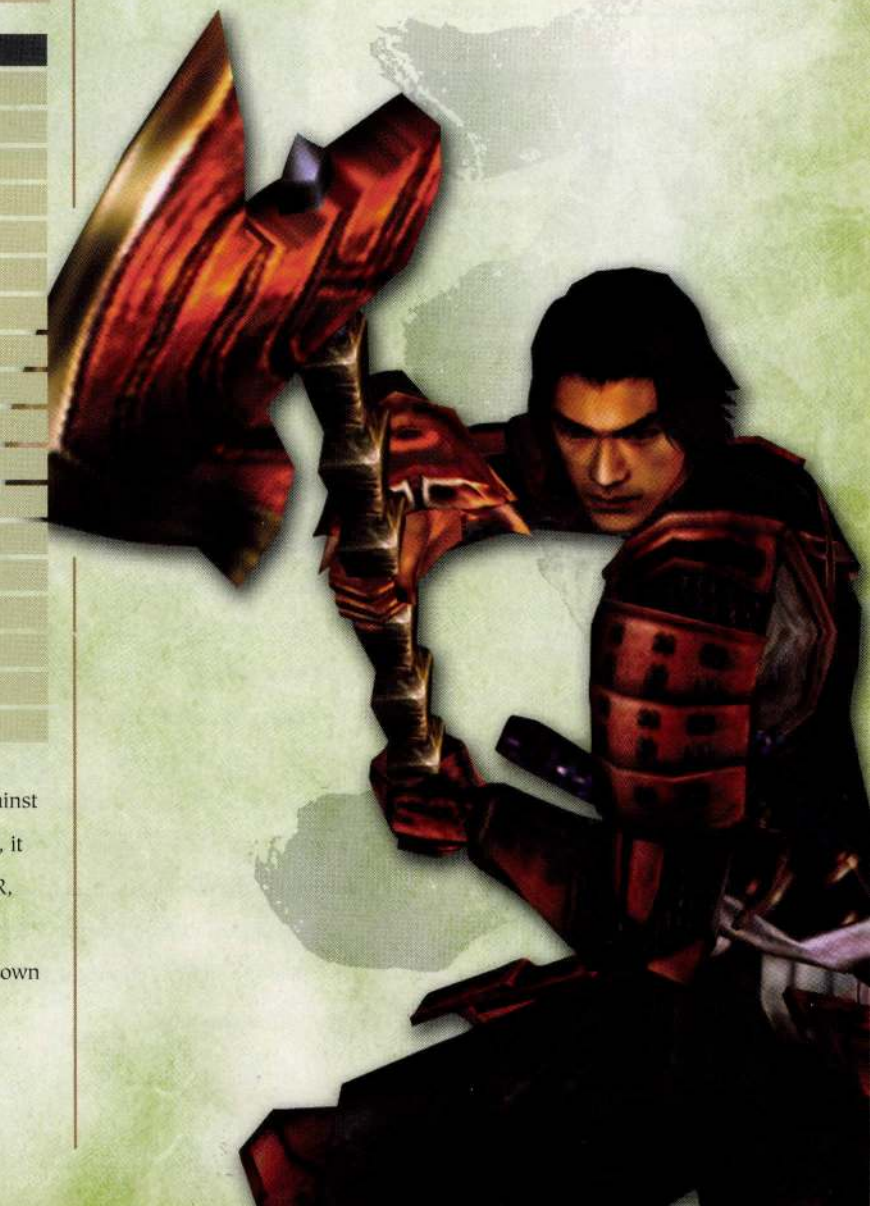
HONNOJI TEMPLE: SAMANOSUKE





Arena	Enemies	Item(s)
A	Gyaran/Gilzorm	Bishamon Sword
B	Dark Crow/Dark Puppet	None
C	Gyaran/Fugaku	None
D	Bhaza/Dark Spider	None
E	Ouija/Fugaku	Red Orb
F	Gajimaro/Dordio	Red Orb
G	Dongacha/Bhaza	Red Orb
H	Axeman/Dark Crow	Red Orb
I	Bera/Grizmoh	Secret Med
J	Dark Spider/Archer	None
K	Bera/Gacha	Medicine
L	Ouija/Dordio	None
M	Gilzorm/Marcellus	Red Orb
N	Axeman/Gacha	Red Orb
O	Fobora/Dark Spider	None
P	Grizmoh/Zmoh	Red Orb
Q	Dark Puppet/Archer	Secret Med
R	Zabiet/Batobone	Red Orb

Repeat the same methods of switching Ako's vests to be most useful against the enemies present in each arena. After clearing this Dark Realm twice, it seems that the easiest route is to clear the arena from A down through R, then exit the Dark Realm and take a break. Recharge your magic at the fountain, then return. The second time, travel from arena A to C, then down to arena Q. Clear all arenas before venturing inward to arena M, where another Marcellus boss resides.



ONI TARGET PRACTICE

The "Oni Target Practice" mini-game becomes unlocked after clearing the main game at Normal difficulty. This challenging and engaging game involves shooting at mobile targets in a Genma shooting gallery. Character choices include Samanosuke, who shoots with arrows, or Jacques, who fires bullets. The targets release red souls when struck, and these souls must be absorbed in the gauntlet to count. The minimum number of souls must be absorbed to continue on to the next stage, or else the game ends. Clear all eight stages to complete the Oni Target Practice mini-game. Success in this endeavor unlocks Ultimate Mode in the main game!

The player starts with 50 arrows or 50 bullets. If the player runs out of ammo before acquiring the minimum souls required, failure is certain. Therefore, you must practice to learn the best timing for shooting, and conserve as much ammunition as possible. Arrows or bullets remaining at the end of the stage are carried over to the next. A letter grade is assigned based on the player's prowess at releasing and absorbing souls. If the player ranks above average, additional ammunition is awarded. This ammo also carries over into the next stage. The maximum amount of ammunition possible is 99, and additional amounts are discarded. If the player does poorly and receives less ammunition to use in the subsequent stages, running out of ammunition becomes more likely. Therefore, strive to achieve perfect scores in the early stages so that a healthy supply of ammunition is available when the going gets rough in the later stages.

Shooting individual targets yields only small quantities of souls. The way to rack up higher scores is to destroy multiple targets at once by firing when targets are stacked in rows, or when red "bomb" targets appear among other targets. When a single arrow destroys multiple targets, an exclamation such as "3 Hit!" or "5 Hit!" appears in the bottom-right corner of the screen, above the current score. Each target releases more souls during a multi-hit.

Raising the combo score also causes targets to release more souls. The combo score appears in the lower-right corner of the screen, above the current score. For each successful shot, the combo score rises. As the combo score increases, the color of the score gradually changes to indicate better combo levels. When the combo score is very high, the souls each target releases are multiplied by the number of color levels the combo score has raised. If a shot misses, the combo score instantly drops to zero. To achieve the minimum scores needed to pass in the higher stages, the combo must be maintained as long as possible without missing a shot.

STAGE 1

SOULS NEEDED: 500

Stage 1 is less than a warm-up compared to the stages that follow. Shoot the slow-moving green targets, and absorb the souls when the screen is clear. When two targets appear beside each other, try to shoot between them to break both. If two targets emerge from both sides of the gallery, estimate where they will intersect and slide left or right to that position. Try to shoot so that both targets are smashed by a single shot. Occasionally, faster moving blue targets cross the screen. These release more souls than green targets, so be sure to nail them. Even if you reach the minimum required souls, keep your combo score going and continue absorbing souls to achieve the highest rank possible. The extra ammunition gained from this easy level must carry you through the next several stages.

STAGE 2

SOULS NEEDED: 1000

Stage 2 is not much harder than the previous stage. Red targets explode when hit, destroying other nearby targets. At first, red targets are conveniently placed between green targets to make things easy. In the latter groups of the stage, the red target emerges from one side of the gallery while three green targets enter from the other side. Fire when the red target reaches the middle of the three green targets to destroy all simultaneously. Even if the red target goes behind the green targets, shoot through the green targets to detonate the bombs.

STAGE 3

SOULS NEEDED: 2300

Stage 3 is the first truly hard stage. A shield moves back and forth on one side of the gallery, deflecting all shots attempted in that section. Stick to the other side of the gallery, and nail targets as they come across. Complex patterns of green targets enter from both sides. Shoot when three or four targets are stacked in a column. Try not to miss any of the red bomb targets, and be sure to look for opportunities to detonate two or more bombs at once. In the sparse later moments of this stage, be sure to hit bomb targets between blue targets to raise your ranking and gain as many additional shots as possible for the next stage.

STAGE 4

SOULS NEEDED: 2400

Hit purple targets to enter Onimusha mode. During Onimusha mode, the character has infinite ammunition and the ability to absorb souls at lightning speed. Missed shots do not cause the combo score to drop. Fire as recklessly as you like to destroy as many targets as possible and create a cloud of souls in the gallery. Absorb them quickly before Onimusha mode expires. Shoot additional purple targets to remain in Onimusha mode longer. When the character returns to normal mode, the same amount of ammunition as before is still available.

STAGE 5

SOULS NEEDED: 2500

The first noticeable change in this stage is the increased speed of the targets. Also note that when faster moving targets catch up to slower green targets, the faster target slows down. Leave more green targets in the gallery so that when faster red, blue, and purple targets enter, they collide with the green targets and become easier to shoot. The targets are less numerous in this stage, and it becomes critical to hit with every shot. The combo rate must reach a very high level in order to make the bare minimum soul requirement!

STAGE 6

SOULS NEEDED: 3000

You must shoot iron targets twice to destroy them, but they release the most souls of all targets. When only iron targets are onscreen, shoot them immediately after they emerge, slide left or right in pursuit, and shoot them again. Striking bomb targets becomes more crucial than ever in this stage. If a red target emerges in the back row and starts to slip behind a row of iron targets, shoot the red target just before it goes behind. The resulting explosion may take out as many as three of the iron targets. When a wall of iron targets emerges, shoot rapidly to take out as many as possible. Don't expect to see any purple targets in this stage, and be ready to hit a final blue target that practically streaks across the gallery.

STAGE 7

SOULS NEEDED: 3100

With shields blocking two major areas of the gallery, you must hit as many targets as possible by firing straight down the center. When iron targets emerge, quickly slide to the outer side of the shields and fire once, then fire again when the damaged iron target reaches the center. Nail all of the red and purple targets available, because this stage is impossible to clear otherwise. Even if you have only a little ammunition left, don't give up on clearing this stage. You must reach Stage 8 and clear this mini-game!

STAGE 8

SOULS NEEDED: 4800

The purple targets appear often enough in this stage that if you hit each one, you should remain in Onimusha mode throughout. If you can manage this feat, then you have a shot at clearing this final stage. Maintain your combo rate throughout the stage without a miss, stay in Onimusha mode, and use bombs to obliterate all iron targets.

This short mini-game becomes available upon clearing the game in Normal difficulty. The story of "Adventures of Heihachi" takes place after Jacques leaves Sakai on the Western Ship. By navigating through the town, slaying the Genma, and speaking with the townsfolk, the meaning of the scene between Heihachi and Jacques at the Undersea Temple becomes clearer.

HEIHACHI'S ATTACK ACTIONS

Category	Command
Normal Slash	● (Input twice for finish)
Combo Slash	R1 + ● (x5 for finish)
Rapid Thrust	R1 + ● press rapidly
Thrust	R1 + Up + ●
Slash Lift	R1 + Up + ● (at close range to locked enemy)
Body Hit	● while running
Finishing Pierce	● when next to downed enemy
Front Kick	Down + ●
Vertical Slash	● when locked enemy is high, or R1 + ✕
Critical	● just before enemy attack hits
Chain Critical	After Critical, ● aligned with attack timing
Deflect Critical	● after deflecting blow
Swing	△
Repeat Swing	△ or ● rapidly

Normal Slash

●

Heihachi's normal attack is a quick back-and-forth bashing of enemies with the leverage of the Genma Tonbo. This normal attack alone is enough to knock any humanoid-sized Genma to the ground immediately.

Combo Slash

R1 + ●

When R1 is held during an attack, Heihachi instead performs a series of piercing stabs, followed by an uppercut, and finally a devastating downward bash. When executed with the proper timing, this series of attacks causes more damage than not holding R1.

Rapid Thrust

R1 + ● RAPIDLY

Tap ● furiously while holding R1, and Heihachi pokes an enemy with a rapid series of stabs. This attack causes a medium amount of damage, but serves mainly to push any enemy backward, even oversized foes.

Thrust

R1 + UP + ●

At medium range from a foe, Heihachi can extend the Genma Tonbo to stab a foe. This move typically knocks any foe off balance, rendering it vulnerable to subsequent attack. This move is easier to trigger by using the D-pad instead of the Left Stick.

Slash Lift

R1 + UP + ●

When standing extremely close to an enemy, Heihachi can lift it straight off its feet with this damaging move. This attack works only on enemies that are humanoid size. The Slash Lift knocks the enemy to the ground, rendering it vulnerable to a Finishing Pierce. This move is easier to trigger by using the D-pad rather than the Left Stick.

Body Hit

● WHILE RUNNING FIVE OR MORE STEPS

When running directly at a foe for more than five steps, press ● to make Heihachi throw his shoulder into the foe. Unlike Michelle's similar move, this attack knocks any humanoid-size foe to the ground immediately, where a Finishing Pierce can be administered to defeat it.

Finishing Pierce

● OVER DOWNED ENEMY

Stand over an enemy that is lying on the ground and press ● to slay it with a downward piercing action. This move may not trigger as easily if other enemies are standing at close range. When combined with knockout moves, the Finishing Pierce allows you to kill enemies with as few as two attacks.

Front Kick

DOWN + ●

Hold the Down button of the D-pad and press ● to kick an enemy. If the enemy is knocked into a wall as a result, it suffers additional damage. The Kick is an effective method for rendering the enemy vulnerable to a Finishing Pierce.

Vertical Slash

● WHEN LOCKED FOE IS HIGH, OR R1 + ✕

The R1 + ✕ attack allows you to give preferential targeting to an airborne foe. Heihachi can extend the Genma Tonbo to strike any airborne foe appearing in Sakai.

Critical

● AT THE INSTANT OF AN ENEMY ATTACK

As a matter of timing, Heihachi can also perform a one-hit kill when ● is pressed at exactly the right time during an enemy's attack animation. When the graphic violence level is set to "High" in the Options menu, an enemy will be bisected vertically or horizontally.

Chain Critical

● AT THE MOMENT OF A CRITICAL

When a first Critical Hit is inflicted, press ● again while the screen is still flashing to perform another Critical on the nearest enemy. The second enemy must be within roughly ten feet of the initial target.

Deflect Critical

● AFTER DEFLECTING AN ATTACK

As an enemy moves to attack, raise your guard at the moment the enemy strikes to deflect the blow. While the Genma Tonbo is still ringing from the collision sound, press ● to trigger a Deflect Critical. A Chain Critical is also possible with this type of Critical hit.

Swing

△

Press △ to make Heihachi swing the Genma Tonbo in a vertical circle to either side. When △ is pressed, Heihachi performs this extra-powerful attack once.

Repeat Swing

△ OR ● RAPIDLY DURING SWING

Press △ to trigger the powerful Swing attack, then continue pressing △ or ● rapidly. Heihachi starts swinging the Genma Tonbo in vertical circles while crossing sides. As you continue pressing the button, his swings gain speed and power. If a foe is standing a few steps away, Heihachi walks forward until the Tonbo makes contact with the foe.

Mini-Game Walkthrough

Head through town to the blacksmith's shop. Defeating enemies along the route is optional. Outside the blacksmith's shop, you must defeat the Archers blocking the blacksmith's door.

Heihachi is a strong fighter. Even his normal attacks knock foes to the ground instantly.

The clerk in the blacksmith's shop lists the objectives that must be completed to raise the drawbridge on Sakai's main street.

Speak to the man inside the blacksmith's shop to learn what needs to be done to repair the drawbridge. He gives Heihachi the **Blacksmith Memo** and the **Oni Dust**. Face the nearby fireplace and use the Oni Dust to create a light portal to the Undersea Temple.

The portal at the Undersea Temple closes in five minutes. Find the special ironstone that the Genma stole and return to the blacksmith's before the portal closes, or the game ends in failure. The treasure box near the exit contains the **Map: Sea Temple**.

The timer onscreen indicates how much time is left before the portal disappears. If you don't make it back to this room in time, game over!

Whether you spend time defeating enemies in the temple is strictly optional. For example, you may use Swing attacks to defeat the Zolworms under the stairs, or ignore them and move on. Cross through the circular central chamber and proceed into the glass corridor, where Gertrude awaits. Run down the hallway, moving along one wall or the other. When Gertrude charges, run to the opposite wall and around her to dodge the attack. Fighting Gertrude is optional, but she usually drops a Secret Med if you can defeat her. However, she is so strong against Heihachi's weapon that this activity eats up most of the remaining time.

Stand near one wall until Gertrude charges. As she approaches, run to the other wall and around the rushing beast to clear this area effortlessly.

Defeat Genma in this room until one of them drops an item, the Crimson Stone that you seek.

The doors in the area outside the power room become sealed off. Slay the 3-Eyes enemies until one of them drops the **Crimson Stone**. Picking up this item triggers a familiar scene between Heihachi and Jacques.

Within the time remaining, run back across the stage to the workshop and enter the portal. Genma Ranmaru Mori attacks in the portal room. Whether you stick around to defeat him is optional. The most effective attack against Ranmaru seems to be Heihachi's Rapid Thrust combo, rather than his Swing attack. If Heihachi defeats Ranmaru, he usually drops a Secret Med.

Ranmaru Mori challenges Heihachi to a fight in the workshop. If you choose to fight, keep a sharp eye on the timer and don't get stuck here.

Heihachi must procure seawater so that the Crimson Stone can be fastened into the gear missing from the drawbridge.

Returning to the blacksmith's shop, speak to the clerk inside once again and hand over the Crimson Stone. The clerk straps a water bucket on Heihachi's back. You must fill the water bucket from the water near the wharf and return to the shop with a full load.

On your way to the wharf, fighting any enemies along the way is optional. However, you should clear all foes out of the wharf area before you fill the bucket with water. Every hit Heihachi takes causes the water level to drop. Run quickly through the streets to the blacksmith's shop, and try not to engage any foes in battle. If an enemy manages to inflict damage even as you run past, return to the wharf and refill the bucket.

Defeat all the foes at the wharf, and then fill the bucket with seawater. Heihachi cannot suffer any hits on the way back to the blacksmith's shop, or the clerk won't accept the water!

The reason to keep refilling the bucket is the enemy set located outside the blacksmith's. A large Nurabis plant blocks the entrance. To destroy this Genma plant, defeat all enemies in the area before moving in to take on the plant. Defend yourself extremely well in this area, and don't take any chances on suffering enemy counterattacks. You must enter the blacksmith's shop with at least 90% of the water in the bucket, or the clerk says he can't finish the job. If you have to return to the wharf and fill the bucket again, all enemy sets reappear.

A strong defense and cautious attacks are the keys to besting this enemy group without spilling a drop.

Inside the blacksmith's shop, speak to the clerk with a mostly full bucket of water to obtain the **Crimson Gear**. Return with this item to the drawbridge and insert it into the mechanism. After raising the drawbridge, one final large enemy set appears. Defeat all the Genma with Samanosuke's help to complete the "Adventures of Heihachi" mini-game.

Set the Crimson Gear into the mechanism to raise the drawbridge. After one last battle, Heihachi's solo adventure concludes!

ONI TRAINING

During the game, there are optional training sessions that both Jacques and Samanosuke can undertake to win items and improve their combat acumen. Oni Training can be undertaken at any Protective Mirror in the game, after the "Train" option has become available. At the start of the game, the first three training sessions are available. More training sessions become available as training scrolls are obtained from various locations in the stages. Check the maps in the Walkthrough chapter to determine the whereabouts of training scrolls.

Oni Training Sessions

The following sessions become available during the game by procuring the training scrolls located in various places on the maps. Either character may complete training sessions, except in the case of Archery and Oni Bind-Throw. The weapon equipped before entering the session is the one that is used. If you're having a hard time with your current blade, then exit the training and switch to another. The item acquired may change depending on the character that completes the training.

GUARD

The first training session couldn't be easier. Hold L1 to defend yourself from enemy attacks. A soul is released each time a foe's blade is deflected by your guard. Absorb 15 souls to complete each level of training. As the difficulty level rises, slide around or away from enemies to safely absorb the released souls. If possible, move next to the soul to absorb it more quickly. Complete all three levels as Samanosuke to receive an **Herb**, or as Jacques to receive a **Salve**.

Level	Enemies
Beginner	Zorm, Swordsman
Intermediate	Bazu, Archer
Advanced	Gacha

DRAW WEAPON

Hold R1 to lock onto a foe. At the moment it attempts to attack, move left or right to circle behind it. Attack enemies from behind to release souls. Absorb 10 souls in each session to complete the training. To slide through this training more easily, slay the enemies and then stand behind the central spawning point. As the enemies enter the ring, attack them from behind. You should be able to create four or five souls this way. Complete this training as Samanosuke to receive an **Herb**, or as Jacques to receive a **Salve**.

Level	Enemies
Beginner	Zorm, Swordsman
Intermediate	Gacha
Advanced	3-Eyes, Zagat

ARCHERY

Press R1 + ✕ to fire arrows at foes in the air and on the ground. In the first session, fire continuously to strike the Bhazas. Each hit releases a soul. Collect 15 souls in each ring to continue. As flying enemies appear alongside ground enemies, it becomes more important to use the arrows to keep the ground foes at bay. To target ground foes, hold ✕ until Samanosuke switches aim from aerial foes to ground enemies, and release to fire. This training is available only for Samanosuke. Complete all difficulty levels to receive a **Medicine**.

Level	Enemies
Beginner	Bhaza
Intermediate	Bhaza, Zorm
Advanced	Bhaza, Zagat

ONI BIND-THROW

Hold R1 tightly to charge the whip, then slide forward toward a foe and press ● to grab it with the whip. Then move the left stick or D-pad upward or downward to throw the enemy in front of or behind Jacques. Throw enemies to release souls, and gather 10 souls during each session to complete the training. As the training intensifies, throw enemies toward other enemies to knock them down, and use your defense and normal attacks to keep other foes from damaging Jacques. This training is available only to Jacques, and the reward for completing all levels is a **Medicine**.

Level	Enemies
Beginner	Swordsman
Intermediate	Bazu, Swordsman
Advanced	3-Eyes

CHARGED ATTACK

Hold R1 or ● more tightly than usual, until the weapon begins to glow. Then press ● to perform a Charged Attack. Complete this training with Samanosuke, and equip him with the Tenso dual swords. Each time he performs a Charged Attack, two souls are released instead of one. Collect 20 souls in each ring to continue. As the difficulty increases, it becomes more important to slide away from enemies while holding the charge in your weapon. Gachas prove that they will do anything to prevent you from absorbing souls. Whenever souls are released in the final session, run to their location and absorb them quickly before the Gachas attack. Complete all difficulty levels to receive a **Medicine**.

Level	Enemies
Beginner	Zorm, Swordsman
Intermediate	3-Eyes, Zagat
Advanced	Gacha

ONI BIND-BIND MOVE

After grabbing an enemy with Jacques's whip, press ▲ to attack the enemy with a small amount of magic power. Jacques begins each session without magic power. Kill the first set of enemies with normal attacks, and quickly absorb blue souls emanating from the ring's center before the next enemies appear. The Oni Bind-Bind move knocks most enemies to the ground, so incapacitate all foes with this attack before absorbing souls. Gather 10 souls during each session to complete the training. The prize for completing this training is a **Medicine**.

Level	Enemies
Beginner	Swordsman
Intermediate	Fugaku, 3-Eyes
Advanced	Fugaku, Gacha

DEFLECT CRITICAL

The Deflect Critical is probably the surest method to achieve a Critical hit. At the moment a foe attacks, press L1 to raise your guard and deflect the blow. The contact makes a ringing sound. Press ● to attack during this brief ringing sound to strike a Deflect Critical. For a higher chance of striking a Deflect Critical, tap the L1 button rapidly and stay ready to press ● the moment an enemy's attack is blocked. Destroy every enemy to proceed. The reward is a **Power Jewel**.

Level	Enemies
Beginner	Swordsman, Zorm, Bazu, Batobone
Intermediate	3-Eyes, Zagat, Zolworm, Fugaku
Advanced	Dark Spider, Zabiet, Dordo, Zmoh

CRITICAL

The only way to defeat enemies during this training session is to attack with the proper timing at the moment of the enemy's attack. Swordsmen can be defeated easily with Criticals. Kick them to one side of the ring, and then run to the other side. When the Swordsman charges with its blade held high, attack at the moment the creature stops. When Bazu enemies roll, press ● when they are just one rotation away from the character. Otherwise, lock onto enemies and slide left or right at the moment of their attack, pressing ● simultaneously. Against multiple foes, you can strike a Critical only against the enemy you are locked onto. If the foes are close together, both die from a single Critical. Other than these tips, the only way to ensure striking a Critical is practice! The reward for completing this training is Ako's **Black Vest**, which allows you to strike a Critical hit on every attack, consuming HP.

Level	Enemies
Beginner	Swordsman, Zorm, Bazu, Zolworm
Intermediate	3-Eyes, Zagat, Fugaku, Gacha
Advanced	Dordo, Zmoh, Dark Puppet, Fobora

CHAIN CRITICAL

What could possibly be harder than striking a Critical on an enemy? Striking two or more in a row. A Chain Critical can occur during a Critical. Press ● again before the first flash leaves the screen to inflict a Critical hit on another foe. The second foe must be within roughly ten feet in order to strike a Chain Critical. Continue attacking with the proper timing, and you can inflict a Critical on every enemy onscreen. Performing a Chain Critical causes souls to appear onscreen. Absorb 10 souls in each session to complete the training. The good news is that a Chain Critical can be triggered with a Deflect Critical. This allows you to trigger Criticals more frequently, and then, with perfected timing, the Chain Critical should come around. In the Advanced session, lock onto the Gilzorm and use its attack to trigger the first Critical, then Chain Critical on the Gachas. The award for mastering the Chain Critical is an **Oni Jewel**.

Level	Enemies
Beginner	Zorm, Swordsman
Intermediate	Bazu, Zmoh
Advanced	Gacha, Gilzorm

TEN SLASH

This training is available for Samanosuke only. Equip the Kuga before starting for best results. After striking a foe with a Thrust, press ● again at the moment of connection to perform a ten-point Slash. To perform a Thrust, Samanosuke must be at least three feet away from a foe. Hold R1, press Up on the D-pad and press ● to execute a Thrust. This move is easier to trigger by using the D-pad rather than the Left Analog Stick. Press ● again at the moment of contact to perform the attack. It's not quite as hard as a Chain Critical, but still requires practice. Enemies release souls on success, and you must absorb 100 souls during each session to proceed. Against the duo Zabiets in the last session, slay the enemies and stand behind the central spawn point as they return. This tactic allows you to get in at least one Ten Slash before the creature starts moving. The prize is a **Wood Charm**.

Level	Enemies
Beginner	Gilzorm
Intermediate	Zmoh
Advanced	Zabiet

Oni Training Mini-Game

Complete all of the training sessions and then complete the game to unlock the "Oni Training" bonus mini-game. While the training sessions are hardly as tricky as the ones that occur during the game, there's still some strategy required. No items are obtained by completing the session in the mini-game. Completion of each training session unlocks the next automatically. However, completing all of the sessions in the Oni Training mini-game unlocks one of Samanosuke's bonus costumes.

RUNNING ATTACK

Run around the outskirts of the training ring, and try to count your steps if possible. After running five or more steps, head toward an enemy and press ● to execute a running attack. Gather 10 souls in each level to complete the training.

Level	Enemies
Beginner	Archer
Intermediate	Dorabazu
Advanced	Zabiet, Dark Spider

UPWARD ATTACK

Move in extremely close to enemies and press R1 +Up + ● to execute a Slash Lift attack. This attack is easier to trigger by using the D-pad instead of the Left Analog Stick. Gather 15 souls to clear each level of training. In the first session, allow all the enemies to close in. Quickly perform Upward attacks on all of them, and absorb souls while the foes are down. At Intermediate level, shoot arrows to knock the Bhazas lower in altitude, and then quickly execute the upward attack. At Advanced level, avoid running after the demon dolls. Stand in one place, and quickly press R1 + Up + ● when Babians or Gajimaros try to whizz by.

Level	Enemies
Beginner	Axeman, Gilzorm
Intermediate	Bhaza
Advanced	Babian, Gajimaro

ONI JUMP ATTACK

Whenever Jacques uses the Firefly situated over a boss fight area, he performs an extra attack if he faces an enemy during the descent. Slide around the ring until the enemies are on the opposite side of the Firefly from Jacques, then press R1 + ✕ to grab the Firefly and jump. Collect 10 souls during each session to clear the training.

Level	Enemies
Beginner	Gacha
Intermediate	Fobora, Dark Puppet
Advanced	Grizmoh, Zmoh

FINISHER

Attack an enemy until it falls to the ground in a temporary faint, and then stand over its body and press ● to perform a Finishing attack. This attack is less likely to trigger if other foes are standing at extremely close range. Defeat all the enemies in every session by performing Finishing Stabs. In the first session, perform Slash Lift attacks on both enemies and then execute one of them with a Finishing Stab. Dark Spiders are resistant to Finishing Stab moves, so strike them with normal attacks until they fall to the ground. By that point, the enemy should be low enough in HP that a Finishing Stab works. Use charged attacks to knock down a Fugaku, let it rise, and then knock it down again. Repeat this until the creature's armor is eradicated, and then a Finishing Stab can be administered. Treat the Ouijas the same as the Dark Spiders to finish the training session.

Level	Enemies
Beginner	Axeman, Gilzorm
Intermediate	Dorabazu, Zabiet, Dark Spider
Advanced	Fugaku, Ouija

KICK-WALL SLAM

Cause enemies to release souls by kicking them into the walls of the ring. Gather 10 souls in this manner in each difficulty level to complete the training. The easiest way to clear these levels is to run straight ahead at the start of the session and kick the middle enemy into the wall behind it. Kick away the other two enemies, and stay near the enemy by the back wall. Each time the central enemy rises, kick it into the wall again. In the Advanced round, simply stand near the back wall and defend yourself until Dark Spiders or Zabiets slide near. Then slide around to their lower side and kick them into the back wall as many times as possible.

Level	Enemies
Beginner	Swordsman
Intermediate	Axeman, Gilzorm
Advanced	Dark Spider, Zabiet

FINAL CHARGED ATTACK

Samanosuke is equipped with the Chigo, his most powerful weapon when it comes to final charged attacks. Move away from foes and hold the R1 button tightly until the weapon charges to the highest level. Then slide around the foes until they cluster in a group, and press ● to perform a spinning attack into the cluster. Collect 30 souls from each group to complete the training. As the difficulty level rises, it becomes increasingly important to hold your charge and slide away from enemy attacks.

Level	Enemies
Beginner	Axeman, Gilzorm
Intermediate	Gacha
Advanced	Zabiet, Dark Spider

ONI BIND-SLAM

Charge the whip, grab one enemy and throw it into the other enemies to make them release souls. Absorb 15 souls by throwing one enemy into others. Just take your time and defend yourself from attacks whenever necessary. Set the stage by sliding into a position in a direct line between two enemies, face one and grab it, then throw it behind you into the other. As the difficulty level increases, so does the size of the enemies. Charge the weapon to the highest level to be able to throw Fugakus and Dongachas. Always use the biggest enemy to topple the smaller ones, and try to slam more than one foe every time if possible.

Level	Enemies
Beginner	Dorabazu
Intermediate	Fugaku, Axeman
Advanced	Dongacha, Gajimaro, Babian

SHOOT BACK

Against enemies that fling magic shots, strike the projectile with the proper timing to send it back to the source, causing significant damage to the sender. The distance between Samanosuke and the enemy is important, because these foes would just as soon clash swords as fire their projectiles. In the first two sessions, attack just as the enemy is about to release the magic shot. When facing Genma Ranmaru Mori, defend yourself against all of his non-magic attacks. Holding down the soul absorption button ● goads Ranmaru into flinging his magic projectiles more often! Ranmaru's are by far the easiest to hit, so with this trick you should clear the final session easily. Whenever souls are released, fight for them in an absorbing tug of war with Ranmaru, or he will steal your hard-earned souls! Collect 10 souls in each session to complete the training.

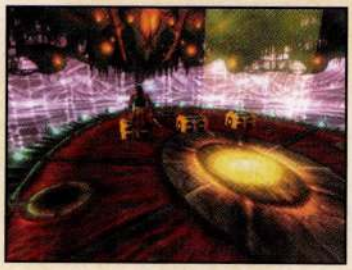
Level	Enemies
Beginner	Nerofobora
Intermediate	Dark Puppet
Advanced	Genma Ranmaru Mori

GENMA PUZZLE SPACE

Solve all of the Puzzle Treasure Boxes in the game to unlock a special bonus mini-game called "Genma Puzzle Space." Three types of sliding tile puzzles are available, resembling the puzzles found in each game of the *Onimusha* series. Rotating a set of four tiles on each turn solves the tile puzzles from *Onimusha: Warlords*. Sliding rows or columns of tiles to create a bull's-eye pattern in the puzzle's middle solves the tile puzzles from *Onimusha 2: Samurai's Destiny*.

After choosing the type of puzzle, Samanosuke enters a Dark Realm arena without enemies. To quit, step into the central ring of light and exit. The first three levels contain three Puzzle Treasure Boxes. Solve all three boxes on each level to make the portal to the next level appear. The fourth level contains one last treasure box.

While you attempt to solve these puzzles, Ako keeps track of the number of failures. A failure occurs when all the tile moves are used and the puzzle is not solved. However, if you cancel out of the puzzle screen before exhausting all available moves, then it does not count as a failure. Upon completion of each puzzle set, Ako scores your puzzle solving abilities.



ONIMUSHA 1 PUZZLES

Rotate blocks of four numbered tiles until the numbers are correctly organized in rows according to numeric order.

LEVEL 1

Left Box

Spin the left four tiles.

Spin the middle four tiles.

Spin the middle four tiles.

Spin the right four tiles.
Puzzle complete.

Middle Box

Spin the left four tiles.

Spin the left four tiles.

Spin the right four tiles.

Spin the right four tiles.
Puzzle complete

Right Box

Spin the middle four tiles.

Spin the right four tiles.

Spin the left four tiles.

Spin the middle four tiles. Puzzle complete.

Middle Box

Spin the middle four tiles.

Spin the right four tiles.

Spin the middle four tiles.

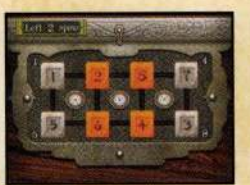
Spin the middle four tiles.

Spin the left four tiles. Puzzle complete.

LEVEL 2
Left Box

Spin the left four tiles.

Spin the left four tiles.


Spin the middle four tiles.

Spin the right four tiles.

Spin the right four tiles. Puzzle complete.

Right Box

Spin the left four tiles.

Spin the middle four tiles.

Spin the middle four tiles.

Spin the middle four tiles.

Spin the right four tiles. Puzzle complete.

LEVEL 3

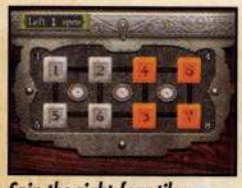
Left Box

Spin the left four tiles.

Spin the middle four tiles.

Spin the middle four tiles.

Spin the right four tiles.


Spin the right four tiles.

Spin the right four tiles. Puzzle complete.

Right Box

Spin the left four tiles.

Spin the middle four tiles.

Spin the left four tiles.

Spin the middle four tiles.

Spin the left four tiles. Puzzle complete.

Middle Box

Spin the middle four tiles.

Spin the right four tiles.

Spin the right four tiles.

Spin the left four tiles.

Spin the middle four tiles.

Spin the left four tiles. Puzzle complete.

LEVEL 4

Single Box

Spin the middle four tiles.

Spin the middle four tiles.

Spin the right four tiles.

Spin the middle four tiles.

Spin the left four tiles.

Spin the left four tiles. Puzzle complete.

ONIMUSHA 2 PUZZLES

Slide rows or columns of tiles by moving the cursor across the arrow markings surrounding the puzzle and press ✕. Every row or column has one empty space, allowing the tiles to slide in one direction only. While viewing the following solutions, highlight the arrows specified in each step and press ✕ to slide the tiles.

LEVEL 1

Left Box

Bottom left arrow.

Right top arrow.

Top left arrow.

Left top arrow.
Puzzle complete.

Middle Box

Top right arrow.

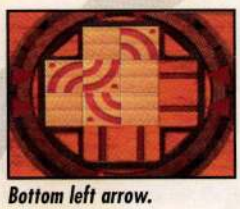
Right bottom arrow.

Bottom left arrow.

Left top arrow.
Puzzle complete.

Right Box

Right bottom arrow.



Bottom left arrow.

Right top arrow.

Top right arrow.
Puzzle complete.

LEVEL 2

Left Box

Left bottom arrow.

Bottom right arrow.

Right middle arrow.

Bottom middle arrow.
Puzzle complete.

Middle Box

Top middle arrow.

Right bottom arrow.

Bottom left arrow.

Left middle arrow.
Puzzle complete.

Right Box

Left top arrow.

Bottom middle arrow.

Right top arrow.

Top middle arrow.
Puzzle complete.

Middle Box

Right middle arrow.

Bottom middle arrow.

Right bottom arrow.

Bottom right arrow.

Left middle arrow.
Puzzle complete.

LEVEL 3
Left Box

Left middle arrow.

Top middle arrow.

Right middle arrow.

Bottom middle arrow.

Left middle arrow.
Puzzle complete.

Right Box

Left top arrow.

Top right arrow.

Right middle arrow.

Bottom right arrow.

Right top arrow.
Puzzle complete.

LEVEL 4
Single Box

Bottom middle arrow.

Left top arrow.

Bottom right arrow.

Right top arrow.

Top middle arrow.

Right middle arrow. Puzzle complete.

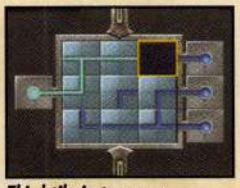
ONIMUSHA 3 PUZZLES

Slide individual tiles until a blue line connects the point on the left with the point or points on the right. Only tiles next to an empty space can move. Slide the tile in the row and position specified in each step to complete the puzzles.

LEVEL 1
Left Box

Second tile in middle row.

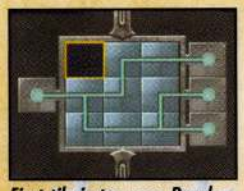
Third tile in middle row.


Third tile in top row.

Second tile in top row.

Second tile in middle row.

First tile in middle row.


First tile in top row. Puzzle complete.

Middle Box

Second tile in bottom row.

First tile in bottom row.

First tile in middle row.

Second tile in middle row.

Third tile in middle row.

Third tile in top row. Puzzle complete.

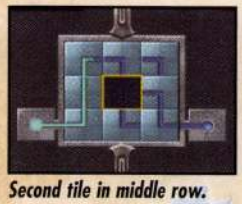
Right Box

Second tile in middle row.

Second tile in top row.

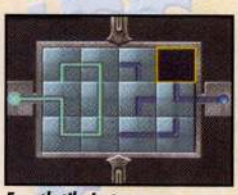
First tile in top row.

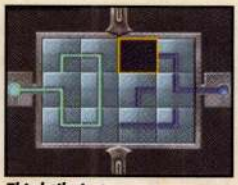
First tile in middle row.


Second tile in middle row.

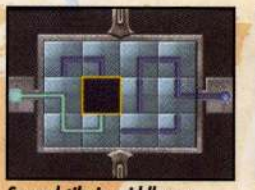
Second tile in bottom row. Puzzle complete.

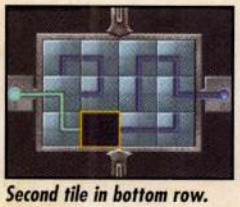
Middle Box

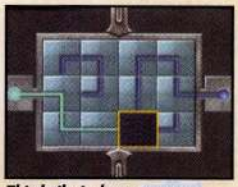

Fourth tile in top row.


Third tile in top row.

Third tile in middle row.


Second tile in middle row.

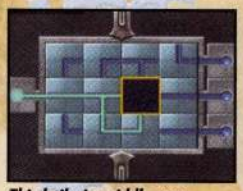

Second tile in bottom row.


Third tile in bottom row.

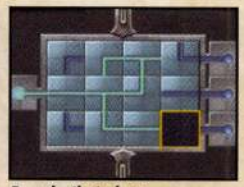
Fourth tile in bottom row. Puzzle complete.

LEVEL 2

Left Box


Third tile in middle row.

Third tile in bottom row.


Fourth tile in bottom row.

Fourth tile in middle row.

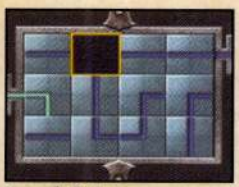
Fourth tile in top row.

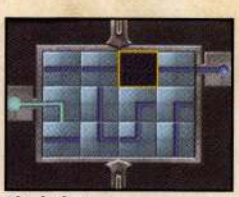
Third tile in top row.

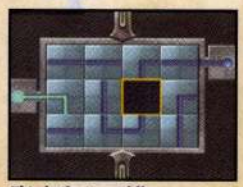
Third tile in top row. Puzzle complete.

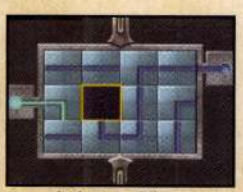
Right Box

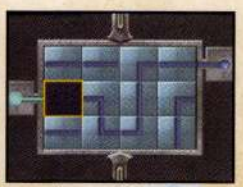
Second tile in middle row.


Second tile in top row.


Third tile in top row.


Third tile in middle row.


Second tile in middle row.


First tile in middle row.

First tile in bottom row. Puzzle complete.

LEVEL 3
Left Box

Second tile in second row.

Second tile in first row.

Third tile in first row.

Third tile in second row.

Second tile in second row.

Second tile in third row. Puzzle complete.

Right Box

Second tile in the fourth row.

Third tile in the fourth row.

Third tile in the third row.

Third tile in the second row.

Second tile in the second row.

Second tile in the third row.

Second tile in the fourth row. Puzzle complete.

Middle Box

Second tile in the second row.

Second tile in the first row.

Third tile in the first row.

Third tile in the second row.

Third tile in the third row.

Second tile in the third row.

Second tile in the second row. Puzzle complete.

LEVEL 4
Single Box

Second tile in first row.

First tile in first row.

First tile in second row.

Second tile in second row.

Second tile in third row.

First tile in third row.

First tile in second row. Puzzle complete.

BRADYGAMES® TENTH ANNIVERSARY

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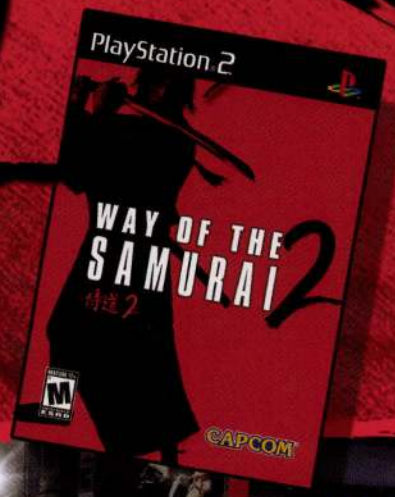

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ABOUT THE AUTHOR

Dan Birlew graduated from the University of Texas with a bachelor's degree in Fine Arts. He is the author of over 31 official strategy guides published by BradyGames, including guides covering other excellent Capcom titles such as *Resident Evil Outbreak*, *Resident Evil CODE: Veronica X*, *Chaos Legion*, and *Resident Evil 0*.

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